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BIOSHOCK

THE COLLECTION

KBC

GUIDE





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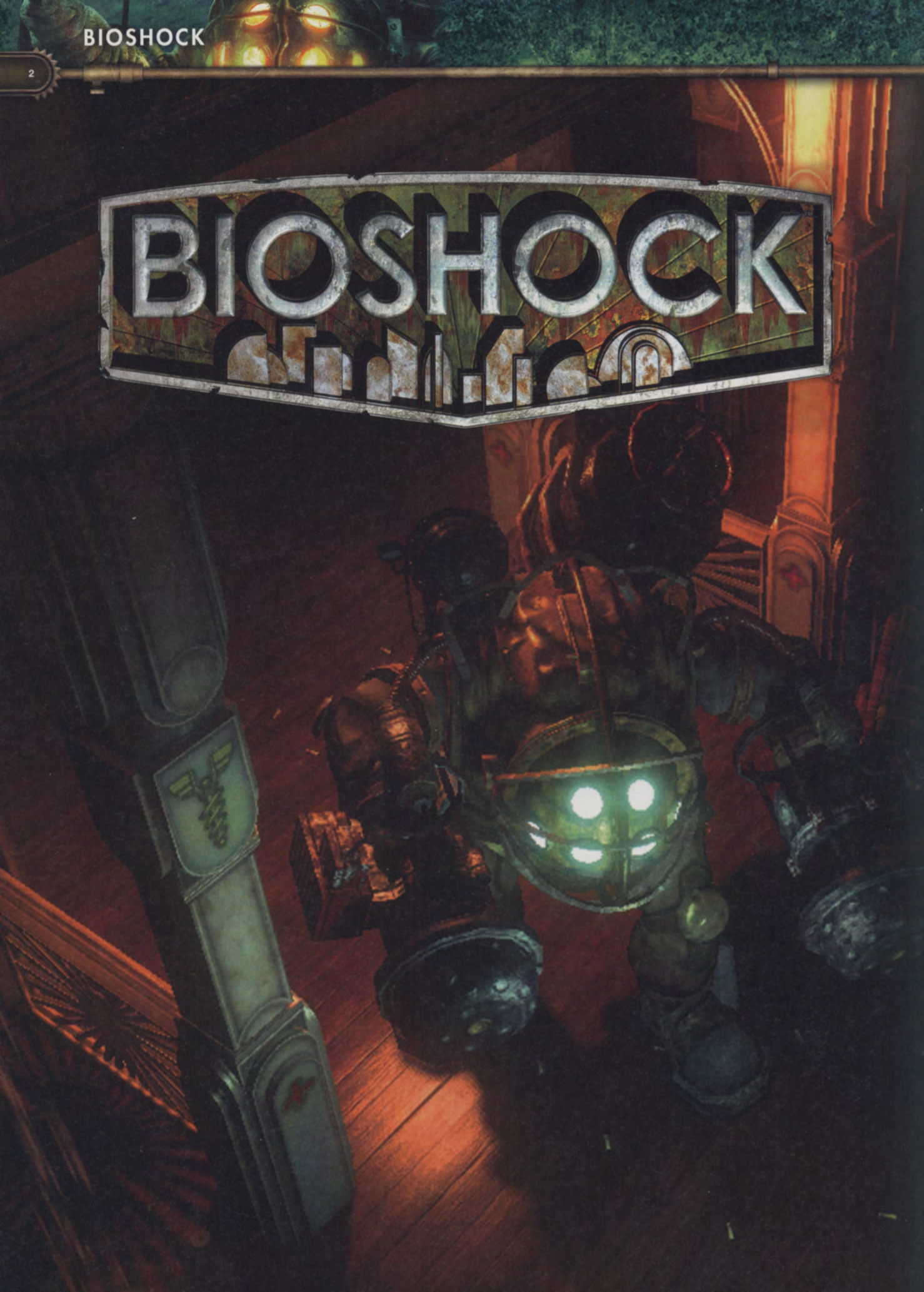
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BIOSHOCK

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BIOSHOCK





PROLOGUE

ONE MAN'S VISION...

I'm Andrew Ryan and I'm here to ask you a question: Is a man not entitled to the sweat of his own brow?

No, says the man in Washington. It belongs to the poor.

No, says the man in the Vatican. It belongs to God.

No, says the man in Moscow. It belongs to everyone.

I rejected those answers. Instead, I chose something different. I chose the impossible. I chose...

Rapture.

A city where the artist would not fear the censor. Where the scientist would not be bound by petty morality.

Where the great would not be constrained by the small. And with the sweat of your brow, Rapture can become your city as well.

ABOUT THIS GUIDE

Imagine if you will that you are the one who came across a lighthouse in the middle of the sea. A lighthouse that led to a secret city in the bottom of the ocean filled with genetically-mutated people trying to kill you at every turn. What would you need to survive? We asked ourselves this question time and again while playing Bioshock and our answer is in your hands.

This strategy guide is what we believe to be the ultimate tool for survival in Rapture. The pages that follow document the location and capability of every available weapon, plasmid, and gene altering tonic that exists in the city. They contain detailed maps revealing the locations of every safe, every vending machine, and every Audio Diary ever recorded. Here you will find proven tactics for navigating the dangerous corridors of the city, and for battling every wretched creature—flesh or mechanical—that crosses your path. And, perhaps most importantly, we give you the tips for luring every Little Sister out of hiding and eradicating the Big Daddies that protect them. Lastly, for those who want to squeeze even more out of their time in Rapture, we have included a comprehensive guide to unlocking all Achievements or Trophies. After all, we think surviving a stay in Rapture is deserving of some recognition.

RESIDENTS OF RAPTURE

THE RAPTURE ELITE

The world of Rapture is filled with power players, scientists, and those who simply know how to take advantage of an opportunity when it presents itself. These are the major players of Rapture, pulling the strings and controlling the masses brought to this city under the sea.



Andrew Ryan

Andrew Ryan is the man behind Rapture. It was his vision to build a city where government, religion, and morality would not interfere with the advancement of science and art. Rapture was his dream, he chose the location carefully, and by tremendous will and hard work, he made it reality.



Atlas

Atlas is the owner of the friendly voice that greets you in the bathysphere as you ride down to the city from the lighthouse. He has a heavy accent, yet is polite. Although his disgust with Andrew Ryan is evident, it seems as if his hatred for the man is deserved. Atlas is your guide over the radio for much of your time in Rapture, so get used to him.

Tenenbaum

Dr. Tenenbaum was the scientist who recognized that a particular sea slug was the source of all Adam, and developed it into something useable. She collaborated with Dr. Suchong to create the Little Sister project, which gave female children the ability to harvest Adam from "Angels". Suchong's role in this collaboration was to develop many of the different Plasmids that exist in Rapture. Tenenbaum has since realized the problems that the genetic splicing has caused and has had a change of heart. She is now trying to protect the Little Sisters she helped create.

She currently lives a life of secrecy, rarely leaving the safehouse she hides out in. She promises to reward you with gifts if you show compassion and spare the lives of the Little Sisters that you encounter.



SPLICERS

Splicers are the most common class of enemy in Rapture, but these genetic freaks were not always so threatening. There was a time not long ago when Splicers were normal men and women going about their nondescript lives just like everyone else. That is, until they met Adam. At first they looked at Adam as purely a means to an end—a way to work harder, to improve their strength, or perhaps even to look a little younger. But things didn't pan out the way they expected. They got hooked. Adam was a drug like any other and they were mainlining it like no tomorrow. Before they knew it, they were shooting up so much Adam, they spliced themselves right out of the human race. And they're pretty angry about it.

EVER-INCREASING STRENGTH

While the Splicers you encounter early in the game are relatively very weak, they are not always so. Each type of enemy gradually becomes more and more durable over time in the game. They carry the same name, but they are able to withstand more and more firepower as the game progresses.

Thuggish Splicer

Thuggish Splicers are vulnerable to antipersonnel rounds.



Thuggish Splicers are the most common type of Splicer and also the weakest. Thuggish Splicers attack with various tools and items that can be swung like a club. Most opt for a lead pipe, but others may choose a shovel or other instrument in their proximity. Late in the game, you will encounter Thuggish Splicers who have electrified their bodies. These electrified thugs are immune to Electro-Bolt, and deal electrical damage to you. Thuggish Splicers are not all that bright and do little more than rush towards you head-on. They'll commonly leap right before reaching you in an effort to bring their weapon down across your head in a heavy overhand strike. They are susceptible to all types of attacks and it is recommended that you not squander your antipersonnel ammunition on them—base ammo is more than enough, especially when paired with a blast of Electro Bolt or Incinerate.

THUGGISH SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	SportBoost Physical Tonic
3	Increased Damage ++
4	SportBoost 2 Physical Tonic
5	Increased Damage +++

Leadhead Splicer

Leadhead Splicers are vulnerable to antipersonnel rounds.



Leadhead Splicers are another low-level type of Splicer, but unlike the Thuggish Splicers they are often found carousing with, they prefer the power of firearms. Leadhead Splicers most often rely on Pistols, but some also carry Machine Guns. They try to keep their distance and strafe in and out of cover, but they are still relatively easy to take down and don't necessitate special weaponry. Use Electro Bolt to stop them in their tracks and use your base ammo for the Pistol, Shotgun, or Machine Gun to take them down.

LEADHEAD SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	Scrounger Physical Tonic
3	Increased Damage ++
4	Static Discharge 2 Combat Tonic
5	Increased Damage +++

Nitro Splicer

Nitro Splicers are vulnerable to antipersonnel rounds.



Nitro Splicers are the mad bombers of Rapture. Forever running around with a wooden box of homemade grenades, these crazed creatures love nothing more than to set you ablaze. Nitro Splicers are fast afoot and carry with them

a blinding smoke bomb that they use to disappear behind whenever you get close. They know they are all but defenseless at close range, so they try to maintain a safe distance, commonly keeping to balconies and other areas where they have an elevation advantage. Listen for the whistling sound of an incoming grenade and quickly grab it with your Telekinesis plasmid and hurl it back at them. Nitro Splicers aren't the strongest of enemies in Rapture, but they can definitely deliver a significant amount of damage if you don't tend to them quickly. Load up the Machine Gun with Antipersonnel rounds and keep the Telekinesis plasmid active whenever you suspect their presence.

NITRO SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	Permanent 15% chance that any enemy grenade will be a dud.
3	Increased Damage ++
4	Permanent 35% chance that any enemy grenade will be a dud.
5	Increased Damage +++

Spider Splicer

Spider Splicers are vulnerable to antipersonnel rounds.



Of all the Splicer varieties, the Spider Splicers are beyond a doubt the most disturbing. These acrobatic masters not only show off their agility by evading your gunfire with cartwheels and back handsprings, but they can even crawl around on the ceiling too! Listen for the clanging around of their meat-hooks on the ceiling and quickly focus your plasmid and guns skyward. Spider Splicers roost upside-down

on the ceiling and fling a series of razor sharp sickles at you, relying on the darkness of the shadows to conceal their whereabouts. On ground, Spider Splicers like to attack at close range and try to disembowel you with their vicious hook-shaped blades. Do not take Spider Splicers lightly, as they are among the most lethal inhabitants of Rapture. Use Antipersonnel ammunition and either hit them with the Incinerate plasmid to better see them while they burn or stop them cold with Winter Blast. Don't take any chances with Spider Splicers—tend to them immediately! Lastly, make sure to search their corpses and collect the Spider Splicer Organs for their health restoring properties!

SPIDER SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	Spider Splicer Organs can be used like First Aid Kits.
3	Increased Damage ++
4	Extra Nutrition 3 Physical Tonic
5	Increased Damage +++

Houdini Splicer

Houdini Splicers are vulnerable to antipersonnel rounds.

Houdini Splicers are the most advanced form of Splicer, since they have mastered the ability to hurl fire, ice, and "disappear". Houdini Splicers seemingly burst into a red cloud of gas, only to reappear moments later elsewhere in the area. You can spend an inordinate amount of time tracking a Houdini Splicer if they are not disposed of quickly. Break out your big guns, load them with Antipersonnel ammunition, and open fire as soon as you see a Houdini Splicer. Also, try to combat their fireball-throwing ways with Winter Blast—it will also freeze them in place and keep them from disappearing right away.

HOUDINI SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	Natural Camouflage Physical Tonic
3	Increased Damage ++
4	Easier to predict Houdini Splicer movements.
5	Increased Damage +++



THE ADAM GATHERERS

The banner at the entrance to the lighthouse may have read "No Gods or Kings" but that doesn't mean there aren't any angels; at least not in the mind of the Little Sisters who roam Rapture collecting Adam from the deceased. Naturally, these little girls don't gallivant around the city alone, they have their Big Daddies with them. And nobody should mess with a Big Daddy!

LET WELL ENOUGH ALONE

Big Daddies have been programmed to only become aggressive if they, or the Little Sister in their charge, is physically assaulted. Big Daddies will not attack you unprovoked, so keep this in mind when you run into the lone Big Daddy walking around—there are some fights that aren't worth picking!

Little Sister

Little Sisters are invulnerable to physical attacks.

Little Sisters lie at the forefront of Andrew Ryan's plans of domination. These seemingly innocent girls were implanted with a special Adam-infused species of sea slug that turns these children into invincible collectors of Adam. They travel the city through ventilation holes and only come out when one of their Big Daddy chaperons is nearby to protect them, for while they are invincible to damage they mustn't fall into the wrong hands. And Splicers would kill to get their hands on the Adam they possess. The only way to get to a Little Sister is to destroy the Big Daddy assigned to her, and even then your only options are to either "Harvest" or to "Rescue" her. Harvesting a Little Sister nets you 160 Adam and the guilt of knowing that you destroyed an innocent little girl. Rescuing the Little Sister leaves the sea slug imbedded in her, but frees her from the curse befallen her. Rescuing a Little Sister only nets you 80 Adam but, for every three you rescue, Tenenbaum sends you a valuable reward for your efforts. The choice is yours.

LITTLE SISTER RESEARCH BONUSES

Level Research Bonus

1	Small increase to max Health and EVE.
2	Small increase to max Health and EVE.
3	Small increase to max Health and EVE.
4	Small increase to max Health and EVE.
5	Small increase to max Health and EVE.



Bouncer

Bouncers and Elite Bouncers are vulnerable to Armor-Piercing rounds.



Bouncers are but one of two types of Big Daddies assigned to safeguard the Little Sisters as they go on their Adam-collecting missions. The hulking armor-clad Bouncer wields a massive drill for an arm and attacks by

slamming its enormous heft into its target at a high speed. That's right, for a fellow this big he can really move! Of course, Bouncers aren't equipped with a drill for no reason at all. They use their drill to bore into their prey at close range, inflicting massive amounts of damage. They can also drill into the floor to shake the room they're in and disorient all those around them. Elite Bouncers are another variant of Bouncer and are but a faster, more aggressive, and more durable version. The "City Directory" section of this guidebook gives step-by-step strategy on how to deal with each and every situation in which a Bouncer is guarding a Little Sister.

BOUNCER AND ELITE BOUNCER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	Wrench Jockey 2 Combat Tonic
3	Increased Damage ++
4	Permanent 50% increase to all Wrench damage.
5	Increased Damage +++

Rosie

Rosies and Elite Rosies are vulnerable to Armor-Piercing rounds.



Unlike the bone-crushing Bouncer, the Rosie is a Big Daddy that prefers to keep its distance and attack with a powerful Rivet Gun and Proximity Mines. Rosies strafe back and forth in and out of cover, always making sure

to stay between their opponent and the Little Sister in their care. The Rivet Gun they wield fires deadly metal projectiles with extreme accuracy and tremendous velocity. Although the firing rate is not exceptional, the Rosie only needs to land a few shots to bring down even the toughest of adversaries. The Proximity Mines it throws are hurled with tremendous accuracy and remain active indefinitely—anyone who steps within the red ring triggers the explosive. Rosies and Elite Rosies require a skilled approach and should not be approached without a plan. The "City Directory" section of this guidebook gives step-by-step strategy on how to deal with each and every situation in which a Rosie is guarding a Little Sister.

ROSIE AND ELITE ROSIE RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	Photographer's Eye 2 Combat Tonic
3	Increased Damage ++
4	Rosie loot almost always contains rare invention components.
5	Increased Damage +++

RAPTURE SECURITY

The powers at be—namely Andrew Ryan and Fontaine Futuristics—have installed an elaborate security system throughout Rapture. It is a multi-layered fabric of Security Cameras, Turrets, and Security Bots all of which have been programmed to sense intruders like you and kill on sight.

Security Camera

Security Cameras are vulnerable to Armor-Piercing rounds and electricity.

Security Cameras are most commonly mounted near doorways and in the vicinity of safes and other high-value targets. The Security Cameras pan back and forth over the area, emitting a red glowing

light that betrays their presence. They can also be heard as they move and while they zoom on a potential intruder. It takes several seconds for a Security Camera to detect an unauthorized intruder, during which time you can take cover out of sight, hack the Security Camera, or destroy it. Failing to avoid detection results in a security alarm being sounded, and a never-ending stream of Security Bots are summoned to the location until the alarm countdown ends. Although it can be tempting to destroy most Security Cameras that you encounter, they are much more useful when they are hacked. A hacked Security Camera sounds the alarm and unleashes a pair of Security Bots on the Splicer that triggered the alarm.

SECURITY CAMERA RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	You find twice the Film on destroyed Security Cameras.
3	Increased Damage ++
4	Flow speed reduced when hacking any Security Camera.
5	Increased Damage +++





Security Bot

Security Bots are vulnerable to Armor-Piercing rounds and electricity.



Security Bots are only active when an alarm has been sounded; otherwise they sit idle on the floor where they can be easily hacked. When active, the Security Bot hovers around the room seeking the target

that triggered the alarm in attempt to shoot it with the Security Bot's twin machine guns. If you find yourself being pursued by Security Bots, head at once to a nearby Security Bot Shutdown panel and pay the twenty dollar fee to disable the Security Bots. If no such panel is nearby, know that Security Bots can be taken out of flight with a blast of electricity, at which time they are vulnerable to hacking. You should always hack Security Bots when given the chance. They will hover around you and automatically attack anything deemed hostile. You can have up two Security Bots protecting you at once.

SECURITY BOT RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	Security Expert 2 Engineering Tonic
3	Increased Damage ++
4	Hacking Security Bots automatically succeeds.
5	Increased Damage +++



Turret

All types of turrets are vulnerable to Armor-Piercing rounds and electricity.



Turrets are the lone gunmen of the security system. They have their own intruder-detection capability and open fire as soon as one is detected. Most Turrets are equipped with a high-caliber machine gun, but there are also those with the ability to fire rocket-propelled grenades, or project flame.

Although Turrets can be very dangerous, they have several drawbacks that make them somewhat easy to avoid. For starters, they are stationary. They can rotate in place, but they cannot move—this makes it easy to take cover out of sight. Secondly, it's possible to hear them starting up their motor after they detect a hostile intruder. Listen for the sound of a small engine warming up and quickly back away! Lastly, their detection system has a red light which can sometimes be seen from a moderate distance. Whenever you encounter a Turret, quickly hit it with Electro Bolt, then rush forward and hack it. This way it automatically opens fire on your enemies and provides you with helpful backup.

TURRET AND RPG TURRET RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage +
2	You find twice the ammunition on destroyed Turrets.
3	Increased Damage ++
4	Hacking Turrets automatically succeeds.
5	Increased Damage +++

LIFE UNDERWATER



GAMEPLAY FUNDAMENTALS

Welcome to Rapture, visitor! You undoubtedly have lots of questions about this mysterious place, so this handy guide has been put together to help get you up and running. This chapter is designed to work as a supplement to the user's manual that accompanied your ticket to Rapture. You'll find the answers to basic questions about life (and survival) in Rapture in the following pages, as well as a number of helpful tips for getting around.

CONTROLS

Bioshock utilizes an intuitive control interface that maps weaponry to the character's right hand (and therefore right controller buttons) and plasmid use to the character's left hand (and left controller buttons). The following table shows the default control setup for the game.

ACTION	PLAYSTATION	XBOX	PC
Movement	L3 Stick	Left Thumbstick	W,A,S,D Keys
Look/Aim	R3 Stick	Right Thumbstick	Mouse Movement
Reload	Square Button	X Button	R Key
Jump	Triangle Button	Y Button	Spacebar
Use First Aid	Circle Button	B Button	F Key
Interact	X Button	A Button	E Key
Fire Weapon	R2 Button	R Trigger	Left Mouse Button
Switch Weapon	R1 Button (hold for selection radial)	R Bumper (hold for selection radial)	1,2,3,4,5,6,7,8 Keys / Mouse Wheel Up/Down

ACTION	PLAYSTATION	XBOX	PC
Toggle Zoom	R3 Button	Right Thumbstick Button	Z Key
Fire Plasmid	L2 Button	L Trigger	Left Mouse Button
Switch Plasmid	L1 Button	L Bumper (hold for selection radial)	F1-F6 / Mouse
Toggle Crouch	L3 Button	Left Thumbstick Button	C Key
Switch Ammo Type	D-Pad	D-Pad	Mouse Wheel Click, Q Key
Status Menu & Map	Touch Pad	Back Button	M Key
Pause Menu	Options Button	Start Button	P Key

PC ONLY: Weapon / Plasmid Toggle = Shift Key. Weapon / Plasmid Toggle = Right Mouse Button.

WEAPON USE



YOU'LL FIND A COMPLETE GUIDE TO ALL OF THE WEAPON TYPES, AMMUNITION, AND WEAPONS UPGRADES IN THE "ARM YOURSELF" CHAPTER.

Bioshock, at heart, is a first-person shooter which means that you'll be using a lot of different weapons and squeezing off thousands of rounds of ammunition by the time you reach the end of the game. Throughout this journey there are several tips you need to keep in mind.

Reload Often: This goes without saying for experienced gamers, but if you're new to this particular genre then this is for you. Don't ever advance down a hallway or enter a new room without first reloading your weapon.

Pick Up All Ammo: There's no such thing as carrying too much ammunition and it only takes a second or two to pick up dropped guns (or to search corpses), so there's no excuse for not doing it. Follow this tip and you may never have to worry about running out of ammunition.

Roam Smartly: Some of the weapons that you'll come to possess can be considered specialty weapons and are best left for specific situations. When exploring a new area, be sure to carry a versatile weapon such as the Machine Gun or Shotgun instead of, say, the Grenade Launcher. You can always switch if you see an

opportunity to use a different weapon.

Make Upgrades a Priority: There are 12 Power to the People weapon upgrade stations in Rapture and finding these machines is paramount to your survival. Be sure to look at the accompanying maps in this book for their locations.

Ammo Selection: The base ammunition is fine early in the game, but you'll eventually need to work each weapon's advanced and inventible ammo into the mix. Remember that fleshy enemies are vulnerable to antipersonnel ammo, whereas armored enemies and machines are more susceptible to armor-piercing rounds. You can only carry half as much of these specialty ammunition types as you can the standard ammo, so always switch back to the regular ammo unless you know that a string of tougher enemies is coming.

PLASMID USE



THE "EVOLVE TODAY" CHAPTER INCLUDES A COMPLETE GUIDE TO THE LOCATIONS AND EFFECTS OF EACH AND EVERY PLASMID AND TONIC IN THE GAME.

It didn't take long for the scientists of Rapture to uncover a species of sea slug with incredible healing capabilities and turn it into what is known as Adam. Thanks to Adam, it was possible to create a host of genetic modifications in the form of plasmids (active) and tonics (passive) that improve oneself in a number of desirable—and often violent—ways.

Inject Regularly: Plasmids consume a serum known as EVE which must be injected in the user's arm via hypodermic needle. You will automatically inject a new EVE Hypo if you run out, but this could leave you exposed to enemy attacks. It is a good idea to top off your EVE levels before big battles, or whenever the EVE Meter starts to run dry.

Needle Collection: You can only carry up to 9 EVE Hypos at once and although more can be purchased at most Circus of Values machines, it's far more cost-effective to collect them from the environment. Look for the telltale blue glow of an EVE Hypo and use Telekinesis to get it—many are on ledges and hidden behind objects, so look around.

Trust the Basics: It's always fun to test drive a new plasmid, but don't discount the versatility and reliability of the ol' standbys. Plasmids like Electro Bolt and Incinerate don't ever go out of style, however they do lose their effectiveness over time. Be sure to

switch back to either of these plasmids (or Winter Blast) when moving onward into a new area.

Plasmid First, Shoot Second: You'll find that it's far more effective to soften up an enemy with a plasmid before opening fire with a conventional weapon. For this reason, you should do most of your exploring with the character's left hand—his plasmid hand—ready to unfurl a bolt of lightning (or fireball) at any moment.

Make Room for Tonics: Don't underestimate the low-cost tonics available in the Gatherer's Garden machines. Oftentimes, it is the passive enhancements done through tonics that have the most profound impact on your success. It's easy to see a fireball burn an enemy and think of it as vital, but the effects of the Physical, Engineering, and Combat Tonics are every bit as important. Once you have the basic plasmids in your arsenal, be sure to buy extra slots for tonics before making additional plasmid purchases.

EXPLORATION

Although the previous tips may lead you to believe that your time in Rapture will be spent in a never-ending firefight, that's not necessarily the case. In addition to combat, you will have to excel in puzzle solving, navigation, and general exploration of the city as well. With so many hazards lurking around every bend, it's important to have a solid understanding of what it takes to make it out alive.



Stay Healthy: First Aid Kits are your friend. You can carry up to 9 of them at once and, although they can't refill your entire Health Meter (without upgrades), there are plenty of ways to find more. For starters, search containers and loot corpses to find additional First Aid Kits. Another good source is the Circus of Values machine—hack it to lower prices. Lastly, use a weapon or plasmid to destroy a Health Station and collect the 1 to 3 First Aid Kits that fall out.

Loot the Body: It might seem like an obvious thing to say, but it's easy to get caught up in the action and forget to search the corpses you leave in your wake. The sheer volume of ammunition, items and invention components that can be gained from thoroughly searching the corpses of your victims can not be overstated. Additionally, be sure to employ the Scrounger tonic as soon as you can as the ability to "re-roll" a search of a container or corpse will oftentimes net you more valuable items than the preliminary search would (it also sometimes reduces the items you'll find, so beware).

Find the Diaries: It might not be polite to listen in on the Audio Diaries scattered throughout Rapture, but if these people wanted

their thoughts kept private, they should have done a better job of hiding them. There are 122 Audio Diaries in Rapture, some of which reveal information critical to your progress. But even those that aren't essential do add a significant depth to the story and really help you understand what life in Rapture is really like.

Snack Up: First Aid Kits and EVE Hypos aren't the only way to replenish your life force. There are tons of snacks and beverages scattered throughout the city ranging from potato chips to thermoses of coffee. The majority of these snacks restore a small amount of Health and/or EVE. Keep in mind, however, that alcoholic drinks will replenish some Health, but only at the expense of EVE. Also, if you drink two or more alcoholic beverages in quick succession you will become drunk and your vision will blur. Cigarettes also restore EVE, but they do it at the expense of Health.

Status Check: The Status and Map Screens give you insight into everything you come in contact with in Rapture. Press the appropriate button to call up this screen to inspect the map, to re-listen to radio messages, and to read notes on the various gameplay systems and weaponry.

BEYOND THE BASICS

HACKING

Hacking plays a big role in *Bioshock*, since it allows you to effectively deal with the machinery in Rapture. This puzzle-based mini-game requires you to quickly swap tiles showing various shaped pipes to direct the circuit flow from one side of the grid to the other. You'll have to avoid various hazard tiles while acting fast, so as to not overload the system or set off an alarm. You can hack safes, Security Cameras, Security Bots, Turrets, most vending machines, and even some combination locks.



To attempt to hack a device, approach the machine and follow the on-screen commands when they appear. This will bring you to the hacking overview screen. This shows you how difficult the hack will be and what tonics you have spliced that are working to make it easier. It also gives you the following four options:

- 1) Attempt the hack.
- 2) Cancel the hack.
- 3) Use an Automatic Hack Tool.
- 4) Buyout the hack with money.

The Rapid Reveal: When hacking, don't worry about trying to line up new pipe right away. Instead, rapidly uncover the dozen or so tiles nearest the start of the circuit flow so as to reveal any potential alarm or overload tiles. Don't start directing the flow until you know you aren't going to lead it into a dead-end.

Prepare for Failure: It's not a good idea to attempt a hack when the difficulty meter is deep into the red zone, but if you are going to make the attempt, make sure you have full Health Meter before you do. The hacking gets much more difficult the deeper into Rapture you get and it's entirely possible that an overloaded system can shock you enough to kill you.

Automatic Hacking: Automatic Hack Tools are a precious commodity in Rapture and should be saved for use in hacking safes, as they are the most difficult hacks to perform. The only time you should consider using an Automatic Hack Tool for anything but a safe is if you have the maximum amount (5) or are hacking a vending machine or U-Invent machine that carries Automatic Hack Tools.

Override Security: There are Security Cameras and Turrets located throughout Rapture and although you can oftentimes easily destroy these sentinels before they spot you, it's better to hack them. In doing so, you turn the tables on Rapture and make the security system work for you against everyone else. Not only will you not get shot by the Turrets and Security Bots, but you can advance in comfort knowing that you have a mechanical line of defense guarding your blindside.

RESEARCH



YOU CAN LEARN MUCH MORE ABOUT THE RESEARCH CAMERA IN THE "ARM YOURSELF" CHAPTER. ADDITIONALLY, A FULL LIST OF RESEARCH BONUSES FOR EACH AND EVERY ENEMY IS INCLUDED IN THE "RESIDENTS OF RAPTURE" CHAPTER.

One of the weapons you'll come to acquire is the Research Camera and, although it doesn't deal direct damage to enemies, it is one of the most devastating tools in your possession. Use the Research Camera to take photos of enemies to earn Research Bonuses. Each time you reach a new Research Bonus Level, you will gain an advantage over that enemy. Sometimes you'll gain a boost in the amount of damage you inflict, sometimes you'll gain a tactical advantage, and other times you'll actually gain a hidden tonic! Each time you squeeze the trigger to take a picture of an enemy, a Research Score is calculated and the Research Meter fills. The amount this meter fills is based on a number of factors, not the least of which is the Research Bonus Level you're trying to reach—Level 1 is much easier to reach than Level 4. Research Scores are based on the following criteria.



How centered the subject is in the photo.

How close up is the subject in the photo.

Are there multiple enemies in the photo?

Is the subject in the midst of performing an attack or signature move?

Have you photographed this particular subject already?

Is the subject dead?

Keep On Snapping: You might be hesitant to take repeat photographs of the same exact enemy given the decrease in the Research Score you're given, but if you are to ever unlock all of the Research-based Achievements, this is necessary. Provided you have enough Film to do so, continue snapping pictures over and over until the score is too low for the photo to register. Don't worry, once the Research Score reaches this low mark, the camera won't expend any Film.

VENDING MACHINES

YOU CAN FIND A PRICE LIST FOR THE EL AMMO BANDITO MACHINE IN THE "ARM YOURSELF" CHAPTER. SIMILARLY, THE "EVOLVE TODAY" AND "U-INVENT, WE SHOW YOU HOW" CHAPTERS CONTAIN APPROPRIATE ITEM AND PRICE LISTS FOR THE GATHERER'S GARDEN AND U-INVENT MACHINES, RESPECTIVELY.

Rapture is filled with vending machines, but these aren't the kind you're used to topside. No, you won't find many sodas or cupcakes here. Instead, you'll find what passes for the bare necessities in a war-torn secret society—First Aid Kits, Pistol Rounds, Exploding Buckshot, and, well, maybe a few cupcakes too.

Circus of Values

The Circus of Values machine is your one-stop shop for the essentials. Here, you'll find First Aid Kits, EVE Hypos, and most basic and advanced ammunition types, as well as some snacks. The following price list shows the items found in the Circus of Values vending machines in the order that they appear in the game. Not all machines carry the same stock.

CIRCUS OF VALUES PRICE LIST		
Item	Price	Hacked Price
First Aid Kit	20	16
EVE Hypo	25	20
Chechnya Vodka	3	2
Pistol Rounds x6	25	20
Electric Buck x6	72	54
Armor-Piercing Pistol Rounds x6	60	48
00 Buck x6	54	41
Machine Gun Rounds x40	60	45
Potato Chips	3	2
Frag Grenade x3	60	45
Film x15	15	12
Proximity Mine x3	75	57
Automatic Hack Tool	N/A	60
Liquid Nitrogen x100	100	75
Napalm x100	75	57
Coffee	5	4
Pep Bar	8	6
Incendiary Bolt x6	80	60
Antipersonnel Auto Rounds	N/A	75
Steel-Tip Bolt x6	30	24



Prioritize Primal Needs: Don't spend a penny on ammunition until you make sure you have at least 7 or 8 First Aid Kits and EVE Hypos. There is plenty of ammunition to be found in the environment and it's highly unlikely that you'll ever run out completely. On the other hand, you need Health to stay alive.

El Ammo Bandito!

The El Ammo Bandito machines aren't as common as the Circus of Values machines, but they tend to carry a fantastic supply of basic and advanced ammunition. No, you won't find any Pep Bars or First Aid Kits here, but it is a one stop shop for all your ammunition needs.

Don't Splurge: There's a lot of ammunition to be gained by simply picking up the weapons of fallen foes and by searching containers and corpses. Resist the urge to spend a lot of money on ammo at this vending machine unless you are near the max you can carry (500 dollars).



Gatherer's Garden

Your money is no good here! The Gatherer's Garden machines only accept Adam as payment for the plasmids, tonics, slots, Health, and EVE Upgrades they contain. And you can only get Adam by rescuing or harvesting a Little Sister. These machines aren't as common as the others, but you'll find one in close proximity to most Little Sister encounters so you won't need to go far to spend the Adam you acquire.

Meter Upgrades on Hold?: You may want to resist the urge to spend Adam on Health and EVE Upgrades until you have acquired all of the tonics and plasmid expansion slots. You will gain increases to these meters by researching Little Sisters and, if you're really having a tough time staying alive without upgrades, you may want to consider a lower difficulty setting. Purchase one Health Upgrade early in the game and see how long you can go without needing another one. You should be able to live off of a constant supply of First Aid Kits.

U-Invent

These machines exist as crafting stations so residents of Rapture can turn common household items like glue and brass tubes into usable items like ammunition and Automatic Hack Tools. U-Invent machines can be hacked to lower the requirements needed to invent an item and there is also a tonic called "Clever Inventor" that can be used to automatically lower the requirements by 1 per component. The true beauty of U-Invent machines is that they make the rare inventible type of ammunition readily available. Each of the projectile-based weapons has a third form of ammunition that is rarely seen in the open environment. Search containers and corpses to find the components needed to make that ammo and build yourself an arsenal the likes Rapture has never seen!

Surplus Inventions: There's no handy indicator to let you know how much of a particular ammo type you have when you're using a U-Invent machine, so it's very easy to create more than you can carry. Although this should be avoided by double-checking your supply before inventing, the excess inventions will simply pile up on the floor outside the machine. If you don't go too far, they might still be there for a refill later on.



Power to the People

Power to the People machines are the rarest of all in Rapture, as there are only 12 in existence. They are certainly worth seeking out, however! Power to the People machines offer a one-time, free-of-charge upgrade to the weapon of your choice. Each weapon, excluding the Wrench and Research Camera, can be upgraded twice. These upgrades typically enhance the damage the weapon can inflict, reduce its limitations, or enhance its carrying capacity.

Think Versatility First: While it might be tempting to upgrade the Chemical Thrower or Grenade Launcher right away, it's better to focus on the weapons that you use the most often first. You may want to upgrade the weapons in the order that they are found, starting with the Pistol and ending with the Crossbow.



Gene Banks

There's a Gene Bank on every corner in Rapture, and for good reason. The only time you can make changes to the selection of plasmids and tonics you have spliced is either when acquiring a new plasmid or tonic, or by visiting a Gene Bank. These machines allow you to swap out any plasmid or tonic with another of the same class. And you're not just limited to one type at a time, here you can make changes to all categories of Adam-infused goodness.

Vita-Chambers

These tall cylinders of pulsing light are where you will be brought back to life should your Health Meter be completely drained. Vita-Chambers are scattered throughout Rapture and, if you die, you'll appear in the nearest one that you have discovered thus far. Vita-Chambers can be disabled when playing on Hard difficulty (useful for unlocking the "Brass Balls" Achievement).

Security Bot Shutdown Panels

These panels can only be accessed when an alarm has been sounded and Security Bots have been called to attack you. Instead of fighting back or finding a hiding place, simply run up to one of these panels and purchase a Bot Shutdown for twenty dollars. The Security Bots will be disabled and fall to the ground, at which time you can hack them to make them work for you.



Go Undercover Instead:

Security Bot Shutdown Panels are very helpful up until you acquire the **Natural Camouflage** tonic. Once you have that tonic spliced, all you'll need to do to evade the Security Bots is to stand perfectly still and not fire any weapons or plasmids. **Natural Camouflage** turns you invisible and even the high-tech Security Bots can't detect you.



Health Stations

Health Stations can be found throughout most of Rapture and are a great source of a quick pick-me-up. Surprisingly, there are actually several things you can do with a Health Station. You needn't simply pony up the dollars for a quick replenishment of your Health Meter. It's also possible to hack the machine. This not only lowers the price for future healings, but it also makes the machine damage any enemy that tries to use it. Another option is to destroy the Health Station and pick up the First Aid Kits that fall out of it. You may wish to choose the latter option.

ARM YOURSELF



The world of *Bioshock* contains eight different weapons, six of which can be used to fire projectiles at enemies, one is a melee weapon, and the other is a camera used to research enemies. Each of these weapons is obtained during your progress through the environment, and the locations of each have been mapped in the "City Directory" portion of this book.

The city of Rapture is filled with enemies that drop weapons and can be collected to replenish your ammo supplies. Additionally, there are many containers that can be looted to gather up an army's worth of ammunition. Lastly, ammunition can be obtained through the many vending machines located in Rapture. Some ammunition can be acquired at the Circus of Values vending machine, but be on the lookout for the El Ammo Bandito vending machines that specialize strictly in ammunition. Additionally, each weapon has a special inventible ammunition type that is very rarely seen outside of U-Invent machines, so be sure to collect the many invention components described in the "U-Invent, We Show You How" chapter to be able to craft these special types of ammunition.

EL AMMO BANDITO VENDING MACHINE PRICES

Item	Price	Hacked Price
Pistol Rounds x6	25	19
00 Buck x6	54	41
Machine Gun Rounds x40	60	45
Armor-Piercing Pistol Rounds x6	60	30
Antipersonnel Auto Rounds x40	100	50
Electric Buck x6	72	36
Frag Grenade x3	60	45
Napalm x100	75	57
Proximity Mine x3	75	38
Steel-Tip Bolt x6	30	23
Incendiary Bolt x6	80	40

WEAPONS GUIDE

The following weapons are listed in the order in which you find them. Each of the weapons (with the exception of the Wrench and Research Camera) can be upgraded at the 12 Power to the People machines located throughout Rapture. These machines are hard to find and can only be used once, so choose your upgrades wisely.

WRENCH

The Wrench is the first weapon you acquire in Rapture and can be used to deal small amounts of bludgeoning damage (bonus damage if the target is stunned with electricity), break through some barriers, and also smash the occasional lock. Although there are tonics that can be spliced into your system to improve the effectiveness with the Wrench, it is likely to become a weapon of last resort as you make your way through Rapture. Skilled players who try to employ a more stealth-based approach are likely to get more use out of the Wrench.



PISTOL

The Pistol is the lone handgun in *Bioshock* and relies on .38 caliber rounds which, although adequate for lesser enemies, may not inflict enough damage against tougher foes. Headshots are indeed an effective means of dispatching enemies, especially stunned ones, and the three ammo types give the Pistol added usability later on in the game. That said, the Pistol's initial carrying capacity of just 6 rounds requires frequent reloading, which does pose a problem in heated firefights.



PISTOL AMMO CAPACITY

Ammo Type	Carry Capacity	Load Capacity
Pistol Rounds	48	6 (24 with upgrade)
Armor-Piercing	24	6 (24 with upgrade)
Antipersonnel	24	6 (24 with upgrade)

AMMUNITION

Base Ammo: .38 caliber rounds that inflict moderate piercing damage. Best used against Thuggish and Leadhead Splicers.

Advanced Ammo: .38 caliber armor-piercing that inflict moderate armor-piercing damage. Best used against Security Bots, Security Turrets, and Big Daddies.

Inventible Ammo: .38 caliber antipersonnel rounds that inflict moderate amount of antipersonnel damage. Best used against Nitro Splicers, Houdini Splicers, and Spider Splicers.

WEAPON UPGRADES

Pistol Clip Size: An auto-loading clip effectively quadruples the clip size of the Pistol. This upgrade makes it possible to load 24 rounds of ammunition at once instead of just 6.

Pistol Damage Increase: An ammunition accelerator increases the damage done by the Pistol. More damage per round means you go through bullets slower and have to reload less frequently.

MACHINE GUN

The Machine Gun fires a rapid spray of bullets that are very useful for situations involving lots of enemies at close to medium range. The Machine Gun does suffer from extensive recoil, so you may want to fire it in short bursts to keep the recoil under control and to avoid wasting large sums of ammunition. The Machine Gun, as you might expect, features the fastest rate of fire and can cut through opponents very quickly in the hands of a skilled gunner. You can load a magazine of 40 Auto Rounds into the Machine Gun at once.



MACHINE GUN AMMO CAPACITY

Ammo Type	Carry Capacity	Load Capacity
Auto Rounds	360	40
Antipersonnel	180	40
Armor-Piercing	180	40

AMMUNITION

Base Ammo: Auto Rounds that do a small amount of piercing damage. The base ammo is useful against Thuggish Splicers, Leadhead Splicers, and Nitro Splicers.

Advanced Ammo: Antipersonnel Auto Rounds that do a small amount of antipersonnel damage. This ammo type is best saved for use against Houdini Splicers and Spider Splicers.

Inventible Ammo: Armor-Piercing Auto Rounds that do a small amount of armor-piercing damage. This ammunition type is extremely effective against Big Daddies.

WEAPON UPGRADES

Machine Gun Damage Increase: An acceleration framework increases the damage of the Machine Gun. Increasing the damage each bullet does makes it possible to conserve ammunition and have to reload less often.

Machine Gun Kickback Reduction: A stabilization cylinder reduces the kickback of the Machine Gun. Once this upgrade has been installed, you'll be able to control the weapon better, which means you can hold the trigger for longer periods without firing astray.

SHOTGUN

The Shotgun is a very powerful weapon and most effective at short range. It fires a wide burst of pellets (Buck), which means the user need not aim with as much precision in order to score a hit. The Shotgun is not without its limitations, however. For starters, the Shotgun can only be loaded with 4 shells at once and has a slow firing rate. It also takes quite a bit of time to reload the Shotgun, since each shell must be inserted individually. That said, the Shotgun is the undisputed weapon for close-quarters combat, especially for times when you suspect enemies to leap out from around corners at any second. Pair it with Winter Blast to freeze a Splicer, then shoot it into a thousand pieces with one squeeze of the trigger!



SHOTGUN AMMO CAPACITY

Ammo Type	Carry Capacity	Load Capacity
00 Buck	48	4
Electric Buck	24	4
Exploding Buck	24	4

AMMUNITION

Base Ammo: 00 Buck that does a moderate amount of piercing damage. This ammunition can deliver significant damage to all types of Splicers.

Advanced Ammo: Electric Buck that does a moderate amount of electrical damage. In addition to causing damage, the Electric Buck also shocks the enemy temporarily. This is excellent for use against mechanical devices such as Security Bots and Turrets. Can also be used with some success against Big Daddies.

Inventible Ammo: Exploding Buck that does a large amount of combined piercing and heat damage. This is arguably the most lethal ammunition in all of Rapture and should be reserved for boss battles and Big Daddy encounters.

WEAPON UPGRADES

Shotgun Rate of Fire: A steel gear accelerator increases the Shotgun's rate of fire. This is one of the most beneficial weapon upgrades in the game and really helps make the Shotgun a more viable option in many situations.

Shotgun Damage Increase: A gas-assisted firing mechanism increases the Shotgun's damage. This upgrade makes the base 00 Buck ammunition more effective against all enemies, but you'll notice the biggest difference against Nitro Splicers and Spider Splicers.

GRENADE LAUNCHER

What the Grenade Launcher lacks in carrying capacity, firing rate, reload times, and range, it more than makes up for in ammunition variety and sheer firepower! The Grenade Launcher can be used to clear a room of Splicers, lay traps for Big Daddies, or even fire homing rockets at distant bosses or other tough foes. Since ammunition is relatively scarce, this is a specialty weapon that should only be used sparingly.



GRENADE LAUNCHER AMMO CAPACITY

Ammo Type	Carry Capacity	Load Capacity
Frag Grenade	12	6
Proximity Mine	6	6
Heat-Seeking RPG	6	6

AMMUNITION

Base Ammo: Fragmentation Grenades that deliver large amounts of piercing damage in a radius. Fire a Frag Grenade into a cluster of enemies to score numerous kills or in the vicinity of a much larger foe to deliver significant splash damage.

Advanced Ammo: Proximity Mine that does a large amount of piercing damage in a radius when triggered. The Proximity Mine detonates when an enemy (not triggered by you) enters the red ring surrounding the charge. Extremely useful against Big Daddies!

Inventible Ammo: Heat-Seeking Rocket-Propelled Grenade is a guided rocket that does a large amount of heat damage in a small radius. This is an extremely potent ammunition type for battles against Big Daddies. Don't waste this ammo on lesser enemies.

WEAPON UPGRADES

Grenade Launcher Damage Increase: Incendiary injectors increase the damage of the Grenade Launcher. This upgrade increases the damage inflicted by all three types of grenade ammunition.

Grenade Launcher Damage Immunity: Autogenerated shaped charges make you immune to the damage from your own grenades. This is an excellent upgrade to acquire as it makes it possible to detonate grenades at close range without injuring yourself.

RESEARCH CAMERA

The Research Camera may not inflict direct damage to an enemy, but it is a very important weapon nonetheless. Use the Research Camera to capture photos of all types of enemies and security devices to reach each of their five different research bonus levels. Many of these bonuses include free tonics and increased damage susceptibility. Each photo you take is scored based on how centered the subject is in the picture, whether it is an action shot, and also whether or not there are multiple enemies in the photo. Scores are penalized for taking photos of dead subjects and for repeat photos of the same enemy. Note that you can only take research photos of hostile beings. This means that you cannot take photos of Turrets, Security Bots, or Security Cameras that you have hacked.

CAMERA AMMO CAPACITY

Ammo Type	Carry Capacity	Load Capacity
Film	100	100

AMMUNITION

Film: The Research Camera can store a wealth of Film for use in capturing research photos. Film works much the same way as ammunition for other weapons, only it doesn't inflict damage.



CHEMICAL THROWER

The Chemical Thrower is the most unique of the weapons encountered in Rapture. This large tank-like weapon can be used with a variety of chemical agents that can burn, freeze, or electrocute enemies. The Chemical Thrower fires a nonstop stream of chemicals at short range and is therefore perfect for those times when you find yourself complete out-numbered. It can also function as a pseudo-replacement of plasmids if you run out of EVE. While very powerful, the Chemical Thrower is not without its drawbacks. This weapon only fires at a short range and features a very slow reload time, so you had better come equipped.

CHEMICAL THROWER AMMO CAPACITY

Ammo Type	Carry Capacity	Load Capacity
Napalm	400	100
Liquid Nitrogen	200	100
Electric Gel	200	100

AMMUNITION

Base Ammo: Napalm deals a moderate amount of heat damage and includes a chance of setting an opponent on fire. This is a tremendously useful ammunition type for dealing with large groups of enemies, especially when combined with the Human Inferno tonic.

Advanced Ammo: Liquid Nitrogen delivers a moderate amount of cold damage and carries a chance of freezing an opponent. This is useful for situations when you need to make a quick getaway and need to buy yourself some time. It is even more potent when combined with the Frozen Field tonic.

Inventible Ammo: Electric Gel inflicts a moderate amount of electrical damage and may also shock the opponent. This ammunition is effective against Big Daddies and other metallic or armor-plated enemies. It is best used in conjunction with the Electric Flesh tonic.



WEAPON UPGRADES

Chemical Thrower Consumption Rate: A tapered nozzle reduces the ammunition consumption rate of the Chemical Thrower. Given the slow reload speed of the Chemical Thrower and relative scarcity of ammunition compared to other weapons, this is a very good upgrade to acquire.

Chemical Thrower Range: A pressure-calibration hose increases the range of the Chemical Thrower. This upgrade makes the Chemical Thrower all the more useful, since you don't have to get too close to your victims!

CROSSBOW

Those looking to employ a bit of stealth and deception in the way they handle the Splicers should enjoy the Crossbow. This weapon may only fire one bolt at a time, but it is extremely lethal when aimed properly. A headshot will all but kill even the toughest of Splicers! The ability to zoom in and aim with pinpoint precision makes it entirely possible to eliminate far off enemies before they know what hit them. The Crossbow is a bit of a specialty weapon, however, and features a very slow rate of fire and equally long reload time. That said, it's very fun to use and, once upgraded, can even be used successfully when shot from the hip.

CROSSBOW AMMO CAPACITY

Ammo Type	Carry Capacity	Load Capacity
Steel-Tip Bolt	48	5
Incendiary Bolt	24	5
Trap Bolt	24	5

AMMUNITION

Base Ammo: The standard ammo is a Steel-Tip Bolt that delivers large amount of piercing damage. These bolts can often be reclaimed from corpses which means you can make a small quantity last much longer than you would otherwise.

Advanced Ammo: Incendiary Bolts deliver large amounts of heat damage and often ignite the target on fire. This ammunition type makes it possible to ignite distant enemies too far to be reached by Incinerate or the Chemical Thrower.

Inventible Ammo: Trap Bolts create an electric wire that delivers a large dose of electric damage to anyone who trips the wire. Fire the Trap Bolt at a wall then move away as the Trap Bolt fires another anchoring point back at the Crossbow.



WEAPON UPGRADES

Crossbow Breakage Chance: An automatic tension adjuster greatly reduces the chance of bolts breaking on impact. This upgrade makes it much more likely that the Steel-Tip Bolts you fire will be retrievable.

Crossbow Damage Increase: A high-tensile bow increases the damage done by crossbow bolts. With this upgrade installed, the Crossbow becomes so powerful that you can take down most any Splicer with a single shot to the torso!

EVOLVE TODAY!

This chapter contains all you need to know about the gene-altering effects of plasmids and tonics. The power of Adam has been used to create numerous upgrades to the human body—splice any of these plasmids or tonics into your system for an immediate improvement over your normal self.

Gatherer's Garden vending machines are where you need to go once you get your hands on Adam. These machines carry all sorts of plasmids, tonics, health and EVE upgrades, and even extra plasmid and tonic slots. These machines are scattered throughout all of Rapture and are easily identified by the plastic statues of the Little Sisters (aka Gatherers) next to them. Speaking of Little Sisters, the only way you're going to gain any Adam to spend at the Gatherer's Garden machine is by seeking out the Little Sisters, killing the Big Daddy assigned to protect them, and either harvesting or rescuing them. Little Sisters control the flow of Adam in today's Rapture and they are the only link to its power.

PRICES ARE FIRM!

Sorry would-be hackers, but Gatherer's Garden machines cannot be hacked. The prices you see in this table are the prices you'll pay in Rapture.



The following table contains all of the items you can purchase at a Gatherer's Garden machine (in the order they become available) during your trip through Rapture. It is important to note that there are many more plasmids and tonics that can be obtained through other means.

GATHERER'S GARDEN MASTER ITEM LIST

Plasmid/Tonic	Cost (Adam)	Type	Description
Enrage!	60	Plasmid	Enrages target, causing it to attack someone other than you.
Armored Shell	20	Combat Tonic	Reduces all physical damage.
EVE Link	20	Physical Tonic	First Aid Kits also give you EVE.
Health Upgrade	80	Upgrade	Increase your maximum health.
EVE Upgrade	80	Upgrade	Increase your maximum EVE.
Sonic Boom	60	Plasmid	Hurls creatures and objects back with a blast of force.
Plasmid Slot	100	Slot	Unlock a plasmid slot.
Target Dummy	60	Plasmid	Creates a decoy that draws attacks away from you.
Winter Blast	60	Plasmid	Freeze your foes in place. Shatter them into a thousand pieces! What's not to like?
Extra Nutrition	20	Physical Tonic	You gain a little extra health from snacks and bandages.
Machine Buster	20	Combat Tonic	Increases damage you deal to Cameras, Bots, and Turrets.
Speedy Hacker	20	Engineering Tonic	Reduces flow speed when hacking.
Physical Tonic Slot	80	Slot	Unlock a Physical Tonic slot.
Engineering Tonic Slot	80	Slot	Unlock an Engineering Tonic slot.
Combat Tonic Slot	80	Slot	Unlock a Combat Tonic slot.
Electro Bolt 2	120	Plasmid	Electrical Bolt that stuns for longer.
Cyclone Trap	60	Plasmid	Launches Splicers into the air-and hurts them badly on the way down.
Human Inferno	20	Combat Tonic	You take less damage from fire and inflict more damage when you use fire.
EVE Saver	20	Physical Tonic	Plasmids use less EVE.
Vending Expert	20	Engineering Tonic	Reduces prices in vending machines.
Shorten Alarms	20	Engineering Tonic	Reduces duration of camera alarms.
Insect Swarm	60	Plasmid	Releases a swarm of stinging insects that attack multiple enemies.
Insect Swarm 2	80	Plasmid	A more dangerous insect swarm.

(Continued next page)

GATHERER'S GARDEN MASTER ITEM LIST (Continued)

Plasmid/Tonic	Cost (Adam)	Type	Description
Winter Blast 2	100	Plasmid	Freezes for longer. Gives more time to shatter the frozen enemy.
Incinerate! 2	80	Plasmid	Sets objects and creatures on fire. Repeated use increases heat. Extra hot!
Hacking Expert 2	50	Engineering Tonic	2 fewer alarm tiles and 2 fewer overload tiles when hacking.
Cyclone Trap 2	80	Plasmid	Launches Splicers higher into the air when they walk over the swirling vortex.
Sonic Boom 2	80	Plasmid	Hurls creatures and objects back with a powerful blast of force.
Electro Bolt 3	150	Plasmid	The ultimate in electrical attacks. Stuns longer than any other.
Vending Expert 2	50	Engineering Tonic	Greatly reduces prices in vending machines.
Frozen Field	20	Combat Tonic	You take less damage from cold and can freeze enemies when you hit them with the wrench.
Wrench Lurker 2	50	Combat Tonic	Quiets your footsteps, and greatly increases damage from melee attacks on unaware opponents.
Machine Buster 2	50	Combat Tonic	Significantly increases damage you deal to Cameras, Bots, and Turrets.
Winter Blast 3	150	Plasmid	The ultimate freezing attacks. Lasts longer than any other.
Insect Swarm 3	120	Plasmid	The most dangerous insect swarm of all.
Incinerate! 3	150	Plasmid	The hottest incinerate of all. Repeated use increases heat.
Speedy Hacker 2	50	Engineering Tonic	Greatly reduces flow speed when hacking.
Human Inferno 2	50	Combat Tonic	Take much less damage from fire and inflict a lot more damage when using fire.

PLASMIDS



Skilled collection and use of the many plasmids that exist in Rapture is paramount to your survival. While there is no denying the awesome firepower that is available for the experienced triggerman, guns alone won't bring success in Rapture. No, victory here requires a two-pronged, err, two *handed* attack! In addition to using your right-hand for conventional weaponry, you will come to rely heavily on your left hand as well—the hand you'll cast your plasmid attacks from. Plasmids give you the ability to launch incredibly powerful attacks from your fingertips by converting the EVE you inject into your system to a mighty fireball or, perhaps, a hypnotic spell.

Plasmids are genetic alterations that not only consume EVE with each use, but require active participation on your part, unlike the gene tonics

described later in this chapter. Although you will eventually be able to splice up to six plasmids at a time, only one is ever active at a time. Use the Plasmid Button to quickly put away your weapon and raise your character's left hand. Switch to the plasmid you desire and press the Plasmid Button again to fire it. Plasmid use does consume EVE, so make sure to keep a supply of EVE Hypos on hand and reload with them just as if they were ammunition for a gun.



OUR FIVE FAVORITE PLASMIDS

Electro Bolt

Enrage

Incinerate!

Telekinesis

Winter Blast



CYCLONE TRAP

This plasmid allows you to set a trap for enemies as they run towards you—perfect for doorways and other narrow openings where they have to funnel in. Cyclone Trap is a mighty vortex of wind that sends Splicers high into the air, often slamming them against the ceiling. Enemies not only become briefly disoriented, but they also suffer damage when they hit the ground on the way down. This is a good plasmid to use when dealing with large numbers of enemies. Throw down a Cyclone Trap, watch your enemies get catapulted into the air, and unload on the staggering beasts with the Shotgun or Chemical Thrower once they hit the floor!



CYCLONE TRAP

Location: Available at a Gatherer's Garden vending machine, starting in Arcadia.

Effect: Throws enemies into the air with moderate force when they walk into the swirling vortex you place.

Teach your enemies a lesson they'll never forget with Cyclone Trap from Ryan Industries. (Ryan Industries is not liable for damage done to ceiling fans, chandeliers, or other ceiling fixtures.)



CYCLONE TRAP 2

Location: Available at a Gatherer's Garden vending machine, starting in Arcadia.

Effect: Throws enemies into the air with powerful force when they walk into the swirling vortex you place.

Cyclone Trap 2 sends your enemies even higher—because Ryan Industries never stops improving. (Ryan Industries is not liable for damage done to ceiling fans, chandeliers, or other ceiling fixtures.)



ELECTRO BOLT

Electro Bolt gives you the ability to launch a blast of electricity from your hand that can be used to incapacitate enemies, both flesh-based and mechanical. One potent strategy for use against Splicers (and enemies with little health left) is to stun them with Electro Bolt, then rush forward and deliver a fatal blow with the Wrench. This tactic is an excellent way to conserve ammunition. Similarly, you can use Electro Bolt to temporarily stun a Turret, Security Bot, or Camera and make it susceptible to hacking. As is the case with oil slicks and the Incinerate plasmid, Electro Bolt can be shot into a pool of water to electrocute enemies wading nearby. Lastly, Electro Bolt can be used to surge short-circuiting control panels to open doors or other apparatus that may be on the fritz.



ELECTRO-BOLT

Location: Near the disabled Gatherer's Garden machine on the second floor of the Lounge.

Effect: Bolt of electricity shocks a target for a short duration.

Don't be a dolt—use Electro Bolt!



ELECTRO-BOLT 2

Location: Available at a Gatherer's Garden vending machine, starting in the Arcadia area.

Effect: Bolt of electricity shocks a target for a moderate duration.

Electro Bolt letting you down? Try the new and improved Electro Bolt 2.



ELECTRO-BOLT 3

Location: Available at a Gatherer's Garden vending machine, starting in the Olympus Heights area.

Effect: Bolt of electricity shocks a target for a long duration.

Almost no one can resist the stunning effects of Electro Bolt 3!



ENRAGE

Enrage is an excellent plasmid to use in any situation involving more than one other enemy, but it really shines when you're doing battle against a Big Daddy. Target a nearby Splicer with Enrage, stand back, and watch as it charges head-first into battle for you. Sure, the Big Daddy will make quick work of most Splicers, but every little bit of extra damage the Enraged Splicer can inflict before being destroyed only makes it that much easier for you! And not only that, but it also distracts the Big Daddy from you, thereby allowing you to take photographs or even fire off some cheap shots from a safe distance.



ENRAGE

Location: Available at a Gatherer's Garden vending machine, starting in the Medical Pavilion area.

Effect: Enrages target, causing it to attack nearby creatures. Don't use if you are the only other living thing nearby.



Developed for use in today's uncertain environment, Enrage will make your victim forget what side he's on, and attack anyone nearby. Just make sure 'anyone' isn't you!



HYPNOTIZE BIG DADDY

Not every Big Daddy you encounter is in the midst of chaperoning a Little Sister on a gathering mission. There are many more Big Daddies wandering the halls of Rapture than there are Little Sisters, and this plasmid gives you the chance to have them protect you as if their life depends on it. Hit them with this plasmid to make them seek and destroy any Splicer, Turret, or Security Bot that dares try to harm you. Just beware that once the effects wear off, the Big Daddy may become confused and attack you.



HYPNOTIZE BIG DADDY

Location: Rescue 3 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: Big Daddy guards you for 90 seconds.

Need a bodyguard in a pinch? Our new Hypnotize plasmid will fool a Big Daddy into protecting you as if you were its own Little Sister.



HYPNOTIZE BIG DADDY 2

Location: Rescue 9 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: Big Daddy guards you for 180 seconds.

Our newest Hypnotize plasmid lasts longer than ever! Make a Big Daddy befriend you today!



INCINERATE!

Incinerate! is one of the first Plasmids you acquire upon arriving in Rapture and it is one that you will use throughout much of your journey. Throw a fireball from your left hand to engulf the enemy in flames. This fire continues to inflict damage for several seconds, thus giving you time to switch to a weapon and stack the damage while the enemy writhes about in agony. Also, keep your eyes peeled for oil slicks that can be used as booby-traps; wait for an enemy to step into the oil slick, then use Incinerate to ignite the floor around them! Similarly, send a fire ball into an explosive barrel or fuel cylinder for a massive explosion!



INCINERATE!

Location: Found on the floor in small room on second floor of Eternal Flame Crematorium. Crawl through opening near door to reach it.

Effect: Sets things on fire, doing low damage per second.

When it absolutely positively has to erupt in flames, don't wait—Incinerate!



INCINERATE! 2

Location: Available at a Gatherer's Garden vending machine, starting in the Fort Frolic area.

Effect: Sets things on fire, doing moderate damage per second.

Incineration 2: Make your hotfoot even hotter!



INCINERATE! 3

Location: Available at a Gatherer's Garden vending machine, starting in the Point Prometheus area.

Effect: Sets things on fire, doing high damage per second.

Incineration 3: The hottest plasmid of the year!



INSECT SWARM

Insect Swarm is a fun plasmid to use, since it can really be entertaining to watch those maniacal Splicers flee in horror as swarms of bees descend upon them. Insect Swarm is a great plasmid to use against multiple enemies because it does a very good job of disrupting them and altering their priorities in a significant manner. One dose of Insect Swarm is all it takes to have them thinking far more about their own survival than your demise. One nasty side-effect of Insect Swarm is that it typically results in a bit of chaos, so following up this plasmid with gunfire can be tricky. Best use the Grenade Launcher or Shotgun!



INSECT SWARM

Location: Available at a Gatherer's Garden vending machine, starting in the Farmer's Market area.

Effect: Launches a swarm of bees that does a low amount of damage per second and lasts for 20 seconds. Can attack multiple enemies at once.

Nothing clears a room like swarms of stinging hornets. (Warning: not recommended for users with allergies.)



INSECT SWARM 2

Location: Available at a Gatherer's Garden vending machine, starting in the Hephaestus area.

Effect: Launches a swarm of bees that does a moderate amount of damage per second and lasts for 24 seconds. Can attack multiple enemies at once.

Insect Swarm 2, with more bite for the buck! (Warning: not recommended for users with allergies or asthma.)



INSECT SWARM 3

Location: Available at a Gatherer's Garden vending machine, starting in the Olympus Heights area.

Effect: Launches a swarm of bees that does a high amount of damage per second and lasts for 30 seconds. Can attack multiple enemies at once.

Insect Swarm 3—It stings! (Warning: not recommended for users with allergies, asthma, or heart conditions.)



SECURITY BULLSEYE

See an enemy up ahead near some un-hacked Security Cameras or Turrets? If so, hit 'em with Security Bullseye to make the Rapture security system turn on the ones it's supposed to protect. Security Bullseye gives you the benefits of hacking Turrets or Security Cameras without physically having to put yourself in harm's way to do it! Just beware that the Security Cameras, Security Bots, and Turrets that attack the targeted enemy are not necessarily your friend. They are still programmed to attack you on sight, so be sure to give them a wide berth or hack them before getting too close.



SECURITY BULLSEYE

Location: On a ledge near the Wharfmaster's Office above the Upper Wharf.

Effect: Enemies hit by this plasmid will become the targets of Security Cameras, Turrets, and Security Bots.



Are those pesky security cameras getting you down? Simple tag your enemies with our photoelectric insects and those cameras and turrets become your best friend. Splice Security Bullseye today!



SONIC BOOM

Sonic Boom generates a blast of air that can propel enemies and movable objects backwards across an area. Damage is done by hurling Splicers or Security Bots into walls and other objects, or by blasting objects into enemies. The damage inflicted upon Splicers with Sonic Boom depends entirely on the distance they fly and how hard they hit a wall or other object. Sonic Boom has no effect on Turrets or Big Daddies, but can be used to repel the Proximity Mines lobbed by Bouncers right back at them. Similarly, Sonic Boom is great for knocking back grenades that are tossed by Nitro Splicers. Sonic Boom is essentially a cross between Cyclone Trap and Telekinesis. It can deal deadly damage to Splicers by sending them flying into a wall, knocking them off a ledge, or into a hazard or trap you've set up. It can be a bit unpredictable, but it really comes in handy when trying to fend off numerous enemies, particularly those that throw slow-moving projectiles at you.



SONIC BOOM

Location: Available at a Gatherer's Garden vending machine starting in the Neptune's Bounty area.

Effect: Hurls creatures and objects back with a blast of force.

When just yelling get back isn't working, it's nice to have some repelling force to back up your request. Sonic Boom – when push comes to shove.



SONIC BOOM 2

Location: Available at a Gatherer's Garden vending machine starting in the Fort Frolic area.

Effect: Hurls creatures and objects back with a powerful blast of force.

Sonic Boom not strong enough to push people around any more? Try our new version, with even more BOOM! Sonic Boom 2 – when you need that extra push.



TARGET DUMMY

When all else fails, turn to Target Dummy and lure the enemies' attacks away from you. This semi-transparent decoy will stand right where you place him and attract gunfire and other attacks away from you so. The Target Dummy is great for times when you need to make a quick escape from a painful situation, but also perfect for times when you're setting a trap for a Big Daddy. Lay your defenses down, ready your weapons, then cast a Target Dummy off to the side to lure the Big Daddy's ire away from you.



TARGET DUMMY

Location: Available at a Gatherer's Garden vending machine, starting at the Neptune's Bounty area.

Effect: Creates a decoy that draws enemy attacks away from you for 10 seconds.



Enemies on your back? Distract their attention with a helpful decoy. They take the heat... so you don't have to!



TELEKINESIS

Telekinesis is the ultimate mind over matter plasmid. This plasmid not only gives you the ability to bring distant objects within reach through mental power, but you can pick up objects, carry them in front of you (as a shield perhaps), and then hurl them elsewhere. The most common use for Telekinesis is definitely in collecting out-of-reach EVE Hypos and First Aid Kits, but there are other uses as well. For starters, catch the grenades Nitro Splicers lob at you and throw them back! Additionally, you can pick up fuel cylinders or barrels and launch them at enemies to blow them to pieces. Lastly, use Telekinesis to pick up inanimate objects for use as shields or even to trip the many Trap Bolts you'll come across.



TELEKINESIS

Location: Just behind the glass doors inside the Dandy Dental office.

Effect: Pull objects towards you (or catch those thrown at you) and hurl them backwards or drop them in front of you.

Pick up big stuff with your mind. Throw them at your enemies. What else do you need to know?



Telekinesis





WINTER BLAST

Winter Blast is a powerful plasmid that not only can be used to stop an enemy in its tracks, but gives you the opportunity to score what amounts to an instant-kill. Hit the enemy with Winter Blast to freeze it solid for a brief period of time. Although this attack doesn't actually inflict any damage on the enemy, you can rush up to the frozen foe and shatter it into a thousand pieces. A frozen health meter of sorts appears over the frozen enemy. This is the meter that governs whether or not the enemy is going to shatter. Grab the Shotgun and open fire to completely obliterate the frozen enemy. Just note that enemies that are shattered while frozen will not leave a corpse to search. By destroying them in this manner, you destroy whatever may have been in their pockets as well.



WINTER BLAST

Location: Available at a Gatherer's Garden vending machine, starting in the Neptune's Bounty area.

Effect: Fires icicle fragments that freeze the target for a short duration. You can shatter the enemy while frozen.

Don't get caught without this powerful self-defense tool at the ready. Give your foes the cold shoulder with Winter Blast!



WINTER BLAST 2

Location: Available at a Gatherer's Garden vending machine, starting in the Fort Frolic area.

Effect: Fires icicle fragments that freeze the target for a moderate duration. You can shatter the enemy while frozen.

Foes coming out of a deep freeze? Make sure they stay on ice with Winter Blast 2!



WINTER BLAST 3

Location: Available at a Gatherer's Garden vending machine, starting in the Olympus Heights area.

Effect: Fires icicle fragments that freeze the target for a long duration. You can shatter the enemy while frozen.

Freeze even the toughest foe in his tracks with Winter Blast 3, the ultimate in stopping power!

GENE TONICS

In addition to the described set of plasmids, the world of Rapture also contains 53 different gene tonics. Unlike plasmids, tonics work passively. Their effects are always at work and impact whatever you do without needing to select an individual one to use it. Gene tonics come in three categories: Physical, Engineering, and Combat. Although you will only begin with two available tonic slots in each of these three tracks, you can purchase additional Tonic Slots for 80 Adam each at a Gatherer's Garden vending machine.

Another key difference between plasmids and tonics is that many of the advanced versions of tonics do not replace their inferior model. This allows you to splice two or more similar tonics to stack the effects. For example, the Photographer's Eye and Photographer's Eye 2 tonics yield research bonuses of 10% and 15%, respectively. Instead of simply choosing the latter tonic, you can assign them both a slot in your Combat Tonic track and gain a research bonus of 25%, the combined effects of the two tonics!



NO EVE NEEDED!

Arguably the best feature of Gene Tonics is that they don't require EVE to use. Plasmids require EVE in order to be used, but tonics course through your veins and yield the positive effects you crave without extra fuel or input.



PHYSICAL TONICS

Physical Tonics most commonly affect your ability to replenish Health and EVE. Additionally, some Physical Tonics will increase your ability to move through the environment without detection and aid in your ability to see items that would otherwise go undetected.

OUR FIVE FAVORITE PHYSICAL TONICS

EVE Link

Extra Nutrition

Medical Expert

Natural Camouflage

Scrounger



BLOODLUST

Location: Available at U-Invent machines, starting in the Fort Frolic area.

Effect: You gain small amounts of Health and Eve when inflicting damage with the Wrench.

Bloodlust heals your body and your mind as you swing! Be red in tooth and claw—with Bloodlust!



BOOZE HOUND

Location: Available at U-Invent machines, starting in the Fort Frolic area.

Effect: Drinking alcohol restores a small amount of EVE, rather than draining it!

Take full advantage of Rapture's distilleries and vintners. Drink to your health with Booze Hound!



EVE LINK

Location: Available in a Gatherer's Garden vending machine, starting in the Medical Pavilion area.

Effect: First Aid Kits also give you EVE.

Get more out of your First Aid Kits with EVE Link. This revolutionary new gene tonic causes your body to produce EVE whenever you use First Aid Kits.



EVE LINK 2

Location: On the ground in the Farmer's Market.

Effect: First Aid Kits also give you a large amount of EVE.

Get more EVE with every First Aid Kit by using new EVE Link Two.



EVE SAVER

Location: Available in a Gatherer's Garden vending machine starting in the Arcadia area.

Effect: Plasmids use less EVE.

In today's genetic wonder land, you probably feel like there's never enough EVE at hand. With EVE Saver, your EVE will go farther than ever before.



EXTRA NUTRITION

Location: Available in a Gatherer's Garden vending machine, starting in the Neptune's Bounty area.

Effect: You gain a little extra Health from Snacks and Bandages.

Extra nutrition boosts you body's natural ability to turn food into renewed vitality.



EXTRA NUTRITION 2

Location: Downstairs inside Sinclair Spirits, in the back corner of the water-filled room.

Effect: You gain extra Health from Snacks and Bandages.

Make your food even healthier with new Extra Nutrition Two!



EXTRA NUTRITION 3

Location: Receive when reaching Research Level 4 with Spider Splicer.

Effect: You gain a great deal of Health from Snacks and Bandages.

The latest in the Extra Nutrition line makes food taste twice as good as it used to. Try it today!



HACKER'S DELIGHT

Location: In the Eternal Flame Crematorium. Activate the Furnace Control to cremate the corpse on the tray.

Effect: Every time you hack something, you gain a little Health and EVE.

With Hacker's Delight, your body converts the altered current from a hacked machine into a powerful healing agent. Hack and heal!



HACKER'S DELIGHT 2

Location: Available at U-Invent machines, starting in the Fort Frolic area.

Effect: Every time you hack something, you gain Health and EVE.

Hacker's Delight 2 is even more efficient at converting the altered current from hacking into health for you!



HACKER'S DELIGHT 3

Location: On the desk next to the Rosie Helmets in the Failsafe Armored Escorts wing.

Effect: Every time you hack something, you gain a large amount of Health and EVE.

The ultimate development of the Hacker's Delight line, this will make every hacker a healthy hacker!



MEDICAL EXPERT

Location: On the ground in the Lower Wharf.

Effect: First Aid Kits give you 20% more Health.

With Medical Expert, your First Aid Kits will go farther, healing sickness and injury at a rate you're sure to find astonishing. Don't use a First Aid Kit without your best friend, Medical Expert!



MEDICAL EXPERT 2

Location: Inside Fort Frolic, but only accessible after completing Cohen's Masterpiece.

Effect: First Aid Kits give you 40% more Health.

With new Medical Expert Two, First Aid Kits heal you more than ever!



MEDICAL EXPERT 3

Location: Near the toilets in Dr. Suchong's Clinic on the second floor of Artemis Suites.

Effect: First Aid Kits give you 60% more Health.

Heal your injuries in the blink of an eye with new Medical Expert Three. Your best friend just got better!



NATURAL CAMOUFLAGE

Location: Receive when reaching Research Level 2 with Houdini Splicer.

Effect: When standing still, you become invisible.

Need some peace and quiet? Splice in Natural Camouflage, stop moving, and just fade away. Remember, not seeing is believing!



SCROUNGER

Location: Receive when reaching Research Level 2 with Leadhead Splicer.

Effect: When searching containers or corpses, you can search again to get different loot.

Splicing Scrounger is like having a sixth sense. You'll spot things you'd otherwise miss and discover things you'd otherwise leave behind. With Scrounger, you'll swear you have X-Ray vision!



SECURITY EVASION

Location: On the ground in the Lower Concourse of Arcadia.

Effect: Security Cameras and Turrets take 2 seconds longer to see you.

Has a rival faction set up Security Cameras and Turrets where you need to go? Security Evasion adjusts the thermal signature of your epidermal layer, confusing cameras and turrets and delaying their response.



SECURITY EVASION 2

Location: On the desk in Lower Heat Loss Monitoring, right next to the Audio Diary.

Effect: Security Cameras and Turrets take 4 seconds longer to see you.

Why let them know where you've been lately? The latest version of Security Evasion lets you bypass any Security Camera or Turret with ease.



SPORTBOOST

Location: Receive when reaching Research Level 2 with Thuggish Splicer.

Effect: You move and swing the Wrench faster. Movement speed is increased 10% and Wrench swing speed is increased by 25%.

In today's dangerous times, it never hurts to be a little faster, a little quicker on the draw. Remember, you don't have to outrun the crazed Splicer—just your neighbor!



SPORTBOOST 2

Location: Receive when reaching Research Level 4 with Thuggish Splicer.

Effect: You move and swing the Wrench much faster. Movement speed is increased 20% and Wrench swing speed is increased by 50%.

Tired of being outrun by your neighbor with SportBoost installed? Get new SportBoost Two, and outrun HIM!



ENGINEERING TONICS

Many of the Engineering Tonics fall under the HackSmart label and, as the branding suggests, make it that much easier to hack everything from safes to Turrets. Many of these tonics reduce the number of alarm tiles and overload tiles present on the grid when hacking, and some even slow the speed of the current!

OUR FIVE FAVORITE ENGINEERING TONICS

Clever Inventor

Hacking Expert

Safecracker

Security Expert

Speedy Hacker



ALARM EXPERT

Location: On the balcony in the Fleet Hall Theatre. Jump from one balcony booth to the other to get it.

Effect: Up to 2 fewer alarm tiles when hacking.

A staple in the HackSmart line of gene tonics, Alarm Expert uses your body's electrochemical composition to defuse circuitry alarms in secure systems. Try it today!



FOCUSED HACKER 2

Location: Hestia Fourth Floor, on the desk in the corner of the room near the safe.

Effect: Up to 4 fewer overload tiles when hacking.

When you have to hack the most delicate systems out there, only Focused Hacker Two, from HackSmart, can ensure your safety from overloads.



ALARM EXPERT 2

Location: In the Live Subject Testing area of Point Prometheus. It's on a filing cabinet.

Effect: Up to 4 fewer alarm tiles when hacking.

Are your hacks still being interrupted by Alarms? Then you need Alarm Expert Two, today! (A HackSmart gene tonic.)



HACKING EXPERT

Location: On the desk inside the entrance to the Research Laboratories.

Effect: All hacks have 1 fewer alarm tile and 1 fewer overload tile.

The original HackSmart gene tonic, Hacking Expert defuses alarms and helps avoid overloads. It's the must-have Plasmid of the HackSmart line.



CLEVER INVENTOR

Location: On the desk in Suchong's Apartment in Olympus Heights.

Effect: Inventing items requires 1 fewer of each component (minimum of 1).

U-Invent Stations truly are a marvel of modern engineering, and now you'll need fewer raw materials to make what you want. It's not witchcraft—it's Clever Inventor!



HACKING EXPERT 2

Location: Available in a Gatherer's Garden vending machine starting in the Fort Frolic area.

Effect: All hacks have 2 fewer alarm tiles and 2 fewer overload tiles.

When Hacking Expert alone isn't enough, you need Hacking Expert Two! From HackSmart—only the best in hacking gene tonics.



FOCUSED HACKER

Location: In the entrance to Fontaine Fisheries, frozen in the ice near the pneumatic tube.

Effect: Up to 2 fewer overload tiles when hacking.

Another favorite in the HackSmart line of gene tonics, Focused Hacker defuses overload traps in secure systems. Fewer fried circuits guaranteed or your money back!



PROLIFIC INVENTOR

Location: Rescue 18 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: Whenever you invent an item, you get twice as many as normal.

Inventing is already a valuable pastime in the resource-strapped halls of Rapture. Make yourself a Prolific Inventor and you'll be the envy of your peers, as you turn worthless junk into valuable commodities.



SAFECRACKER

Location: Rescue 6 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: When hacking safes and combination locks, there are up to 2 fewer alarm and overload tiles, 1 fewer accelerate tile, and 3 added deceleration tiles. The flow speed is reduced by 0.5 seconds per tile.

One of HackSmart's most popular offerings, Safecracker lets you into places that they want to keep you out of. Splice it now, and get hacking!



SAFECRACKER 2

Location: In the Autopsy room in the downstairs of the Little Wonders Educational Facility.

Effect: When hacking safes and combination locks, there are up to 4 fewer alarm and overload tiles, 2 fewer accelerate tiles, and 3 added deceleration tiles. The flow speed is reduced by 1.0 seconds per tile.

Are your enemies trying to lock away what's rightfully yours? Don't let them keep your hard-earned goods! Get them back with new Safecracker Two. HackSmart wants you to get what's coming to you!



SECURITY EXPERT

Location: In the Twilight Fields funeral area. It is on a shelf in the mortuary room.

Effect: When hacking Turrets, Security Bots, and Security Cameras, there are up to 2 fewer alarm and overload tiles, 1 fewer accelerate tile, and 1 added deceleration tile. The flow speed is reduced by 0.5 seconds per tile.

A new offering the HackSmart line, Security Expert was designed for the Hacker specializing in disabling electronic security measures. You won't be secure without Security Expert!



SECURITY EXPERT 2

Location: Obtained by reaching Research Level 2 with the Security Bot.

Effect: When hacking Turrets, Security Bots, and Security Cameras, there are up to 4 fewer alarm and overload tiles, 2 fewer accelerate tiles, and 3 added deceleration tiles. The flow speed is reduced by 1.0 seconds per tile.

Your enemies have been upgrading their security—so you need to upgrade your hacking ability! Get Security Expert Two, the latest from HackSmart.



SHORTEN ALARMS

Location: Available in a Gatherer's Garden vending machine starting in the Arcadia area.

Effect: Length of security alarms is reduced by 20 seconds.

What sound is more ominous than a yammering security alarm? With Shorten Alarms spliced, your personal EM signature becomes altered to interact uniquely with alarm sensors, shortening the period until you'll be free and clear.



SHORTEN ALARMS 2

Location: Available in a Gatherer's Garden vending machine starting in the Arcadia area.

Effect: Length of security alarms is reduced by 20 seconds.

Are frequent Security Alarms driving you deaf? Reduce the pain with new, improved Shorten Alarms Two.



SPEEDY HACKER

Location: In the corner of the room in Painless Dental.

Effect: Flow speed is reduced by 1.5 seconds per tile when hacking.

The most popular of the HackSmart line, Speedy Hacker buys you the time you need to hack any electronic device. Time is on your side with Speedy Hacker!



SPEEDY HACKER 2

Location: Available in a Gatherer's Garden vending machine, starting in the Olympus Heights area.

Effect: Flow speed is reduced by 3.0 seconds per tile when hacking.

In our ever-accelerating world of progress, it's hard to find time to stop and think. But now you can buy yourself that time—with new Speedy Hacker Two! Only from HackSmart!



VENDING EXPERT

Location: Available in a Gatherer's Garden vending machine starting in the Arcadia area.

Effect: Reduces prices in vending machines.

With the Vending Expert tonic altering your EM signature, you can fool the pricing circuits at any vending machine. Known to our customers as "Circus Maximus," Vending Expert will pay for itself in no time!



VENDING EXPERT 2

Location: Available in a Gatherer's Garden vending machine starting in the Hephaestus area.

Effect: Greatly reduces prices in vending machines.

Corporate conspiracies let the "important" people negotiate better prices for themselves at all of our vending machines. Is that fair? You know it isn't! Get a taste of how the better half lives, with Vending Expert Two.



COMBAT TONICS

As the name of this category infers, the tonics that fall in this category all enhance your ability to fight and withstand damage. Some increase your offensive ability while others increase your resistance to certain elemental attacks such as ice or fire. Several Combat Tonics even increase your skill in taking research photos and magnify the effects of the research bonuses you unlock.

OUR FIVE FAVORITE COMBAT TONICS

Armored Shell

Damage Research

Human Inferno

Photographer's Eye

Static Discharge



ARMORED SHELL

Location: Available in a Gatherer's Garden vending machine starting with the Medical Pavilion area.

Effect: Reduces piercing and bludgeoning damage by 15%

Useful in any hazardous situation, Armored Shell offers fantastic protection against life's bumps and bruises. Don't be a softie—use Armored Shell now!



ARMORED SHELL 2

Location: Rescue 15 Little Sisters to receive this tonic as a reward from Tenenbaum.

Effect: Reduces piercing and bludgeoning damage by 25%.

When the bullets and blows are blasting away, you need all the protection you can get. Armored Shell Two provides more protection than our competitor.



DAMAGE RESEARCH

Location: On a desk in the secret crawlspace office in the Lower Workshops.

Effect: Research damage bonuses are increased by 30%.

Get more bang for your research buck with Damage Research. Carry your analysis further than you ever thought possible.



DAMAGE RESEARCH 2

Location: In the Mendel Family Library, on a desk in the rear of the room.

Effect: Research damage bonuses are increased by 60%.

Hit 'em where it hurts, and hit 'em hard! New Damage Research Two lets you exploit your enemies' weaknesses even more than before.



ELECTRIC FLESH

Location: In the Projection Booth upstairs in the Fleet Hall Theatre. It's only accessible after completing Cohen's Masterpiece.

Effect: Reduces electric damage by 75% and increases your outgoing electric damage by 30%.

Supercharge your body with Electric Flesh, the ultimate in electricity enhancements. Insulate yourself from harm with new EF!



ELECTRIC FLESH 2

Location: In Fontaine's Apartment, on the desk in his upstairs study.

Effect: Reduces electric damage by 100% and increases your outgoing electric damage by 60%.

When we said Electric flesh was the ultimate in electricity enhancements, we turned out to be premature. Now Electric Flesh Two is even better! Be the shock-er, not the shock-ee, with Electric Flesh Two!



FROZEN FIELD

Location: Search the corpse of Martin Finnegan inside the Frozen Tunnel.

Effect: Reduces cold damage by 15%. Wrench does an extra 10 points of cold damage and has 10% chance of freezing enemy.

Leave your foes out in the cold with Frozen Field!



FROZEN FIELD 2

Location: On the desk in the Central Core, outside Andrew Ryan's Office.

Effect: Reduces cold damage by 30%. Wrench does an extra 20 points of cold damage and has 10% chance of freezing enemy.

Don't let yourself be frozen out—get Frozen Field Two today!



HUMAN INFERNO

Location: Available at a Gatherer's Garden vending machine starting in the Arcadia area.

Effect: Reduces heat damage by 20%. Increases heat damage you inflict by 30%, burning monsters take damage at a 30% higher rate.

Human Inferno—the hottest Plasmid in Rapture!



HUMAN INFERNO 2

Location: Available at a Gatherer's Garden vending machine starting in the Point Prometheus area.

Effect: Reduces heat damage by 40%. Increases heat damage you inflict by 50%, burning monsters take damage at a 50% higher rate.

Human Inferno—the hottest Plasmid in Rapture!



MACHINE BUSTER

Location: Available in a Gatherer's Garden vending machine starting in the Neptune's Bounty area.

Effect: Increases damage you deal to Cameras, Bots, and Turrets.

In today's automated environment, you may find yourself up against hostiles not made of flesh and blood. Machine Buster gives you the edge you've been looking for against metal-plated antagonists.



MACHINE BUSTER 2

Location: Available in a Gatherer's Garden vending machine starting in the Olympus Heights area.

Effect: Greatly increases damage you deal to Cameras, Bots, and Turrets.

Machines are getting redesigned every day. If you want to be able to beat them, you'll need to redesign your own genes. Machine Buster Two lets you put those bots back in their place.



PHOTOGRAPHER'S EYE

Location: In the bunk room of the wine cellar in Farmer's Market.

Effect: All research photo scores are increased by 10%.

Every research photographer wants an edge, and Photographer's Eye is yours. Once you've spliced this invaluable gene tonic, you'll get the picture!



PHOTOGRAPHER'S EYE 2

Location: Receive for reaching Research Level 2 with Rosie.

Effect: All research photos scores are increased by 15%.

Everyone has a hidden weakness—but with Photographer's Eye Two, they won't stay hidden for long!



STATIC DISCHARGE

Location: In the Surgery Foyer, near the pool of water, near Dr. Steinman's lab.

Effect: When struck by a melee attack, the player emits an electrical burst that does 30 points of damage and includes a 15% chance of causing a shocked state.

Ryan Industries introduces the latest in wartime deterrent genetics. Static Discharge makes you a walking Tesla Coil, zapping anything and everything foolish enough to strike you. Feel safe, be safe with Static Discharge.



STATIC DISCHARGE 2

Location: Receive for reaching Research Level 4 with Leadhead Splicers.

Effect: When struck by a melee attack, the player emits an electrical burst that does 50 points of damage and includes a 25% chance of causing a shocked state.

Is your old Static Discharge not slowing them down enough? Upgrade to new Static Discharge Two, today! (A Ryan Industries gene tonic.)



WRENCH JOCKEY

Location: In the Kure All area of Medical Pavilion. Crawl through the ventilation shaft near the floor to reach the small secret room.

Effect: Wrench damage increased by 350%.

Wrench Jockey bulks up your upper body, allowing you to wield club-like weapons with unprecedented skill and power!



WRENCH JOCKEY 2

Location: Receive for reaching Research Level 2 with Bouncer.

Effect: Wrench damage increased by 550%.

When your opponent has Wrench Jockey, how can you hope to beat him in a fight? By installing Wrench Jockey Two, of course! Don't get caught with last year's model, upgrade today!



WRENCH LURKER

Location: In the Lower Wharf, on the edge of the walkway near the Gene Bank and Gatherer's Garden machines.

Effect: Wrench damage increased by 150% versus unaware or shocked opponents. Also quiets your footsteps.

When fighting those stronger or faster than yourself, you'll need every advantage possible in a scrum. Wrench Lurker allows you to make the most of your opportunities when your antagonist is caught off guard.



WRENCH LURKER 2

Location: Available at a Gatherer's Garden vending machine, starting at Olympus Heights.

Effect: Wrench damage increased by 200% versus unaware or shocked opponents. Also quiets your footsteps.

Only a fool fights fair. When you want to take them down from behind, be smart, use Wrench Lurker Two!

U-INVENT

WE SHOW YOU HOW

The scientific geniuses at Rapture have designed a type of vending machine that takes the useless junk one finds littering this beautiful place, and turns it into useful items, ammunition, and even tonics! These U-Invent machines serve as a crafting kiosk of sorts. Using them regularly is a great way to keep a constant supply of rare ammunition and other items not commonly found during regular exploration.

COMPONENTS



In order to use the U-Invent machines you encounter, you need to maintain a supply of components. Components are the everyday items one finds when searching corpses, crates, ashtrays, and every other type of searchable container in Rapture. Make no mistake about it, thoroughly searching the environment for the following list of items should keep you topped off with Automatic Hack Tools, Exploding Buck, and Heat-Seeking RPGs. These three inventions are indeed the tools to victory!

The following items can all be taken to U-Invent machines throughout Rapture (starting with the "Arcadia" chapter) and turned into valuable inventions. Those components marked with an "*" are considered rare and should be picked up whenever you have the opportunity.

Rubber Hose
Battery*
Brass Tube
Kerosene
Shell Casing
Steel Screw*

Alcohol*
Empty Hypo
Glue
Enzyme Sample
Chlorophyll Solution
Distilled Water

REDUCING REQUIREMENTS

There are two ways to lower the requirements needed for using the U-Invent machine. Both hacking the machine and equipping the Clever Inventor tonic will each lower the component requirements by one unit. However, you can compound these effects by installing the Clever Inventor tonic and hack the machine anyway. Doing so lowers the required components by a total of up to 2 units per item, although you will always need a minimum of 1 unit of each required component.

The tables in this section list the original quantity required, the hacked quantity, and the quantity needed if you hack the machine and use the Clever Inventor tonic. It is important to note that the hacked quantity alone is also what would be required if you were to just use the tonic. The tonic cannot be obtained until much later in the game so, for simplicity's sake, the second column based on hacking only.

INVENTIONS

THE FOLLOWING INVENTIONS ARE LISTED IN ORDER OF APPEARANCE AS YOU MAKE YOUR WAY THROUGH RAPTURE.



AUTOMATIC HACK TOOL

Automatic Hack Tools allow anyone, no matter how unskilled, to hack electronic devices. Unfortunately they short out after a single use.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Rubber Hose	4	3	2
Battery	4	3	2
Brass Tube	1	1	1



EXPLODING BUCK X3

Exploding Buck is the inventible ammunition for the Shotgun. This powerful buckshot explodes on contact with a target, dealing extra damage to all targets.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Kerosene	3	2	1
Shell Casing	2	1	1
Steel Screw	1	1	1



ARMOR-PIERCING AUTO ROUNDS X20

Armor-Piercing Auto Rounds are the inventible ammunition for the Machine Gun. These .45 caliber bullets are particularly effective against metal or armored targets, like Turrets, Security Bots, and Big Daddies.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Kerosene	2	1	1
Shell Casing	3	2	1
Brass Tube	1	1	1



ANTIPERSONNEL PISTOL ROUNDS X6

Antipersonnel Pistol Rounds are the inventible ammunition for the Pistol. These .38 caliber bullets are specially designated to neutralize non-armored targets — like Splicers.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Rubber Hose	2	1	1
Shell Casing	3	2	1
Steel Screw	1	1	1



LAZARUS VECTOR

A newly-invented chemical meant to restore vitality to dead vegetable matter. This item can only be created once, as it is a specific story item.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Distilled Water	7	6	N/A
Enzyme Sample	7	6	N/A
Chlorophyll Solution	7	6	N/A



HACKER'S DELIGHT 2

This Engineering Tonic makes it possible for you to gain Health and EVE every time you hack something. Splicing this tonic earns you more Health and Eve than the original model of Hacker's Delight.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Alcohol	5	4	3
Enzyme Sample	4	3	2
Empty Hypo	3	2	1



BOOZE HOUND

This Physical Tonic makes it possible to restore small amounts of EVE by drinking alcohol. Normally, drinking alcoholic beverages would drain your Eve, but not with Booze Hound spliced!

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Glue	5	4	3
Enzyme Sample	4	3	2
Empty Hypo	3	2	1



BLOODLUST

Those who like to inflict their pain up close and personal will enjoy the effects of this Combat Tonic. With Bloodlust, you gain small amounts of Health and EVE when inflicting damage with the Wrench.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Glue	5	4	3
Enzyme Sample	4	3	2
Empty Hypo	3	2	1



HEAT-SEEKING RPG X2

Heat-Seeking RPGs are the inventible ammunition for the Grenade Launcher. These homing missiles are the perfect solution for moving targets, delivering a devastating payload even around corners!

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Distilled Water	3	2	1
Kerosene	2	1	1
Brass Tube	1	1	1



TRAP BOLT X6

Trap Bolts are the inventible ammunition for the Crossbow. These ingenious bolts shoot out an electrified tripwire when fired into a wall.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Battery	2	1	1
Glue	3	2	1
Alcohol	1	1	1



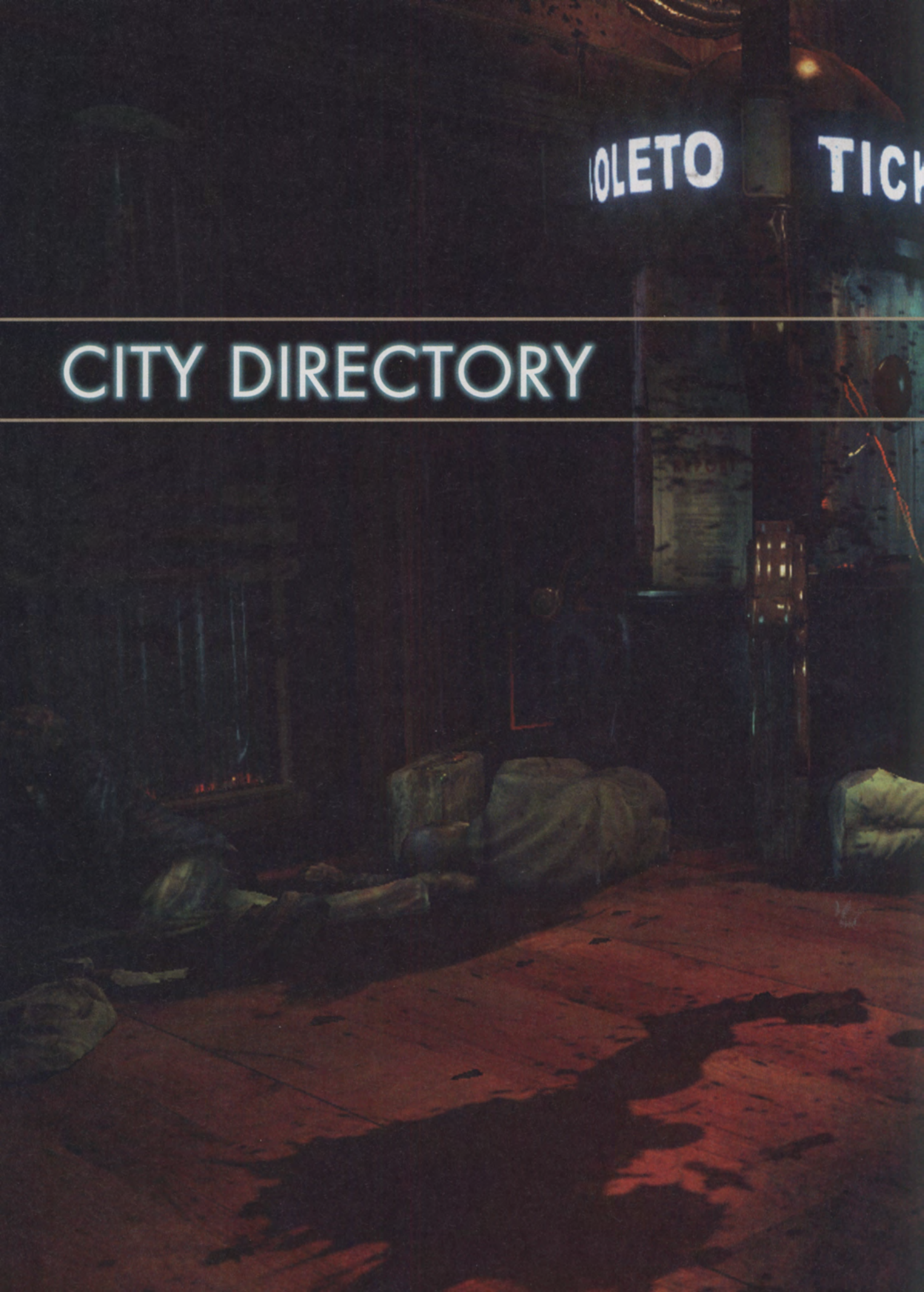
ELECTRIC GEL X25

Electric Gel is the inventible ammunition for the Chemical Thrower. Electric Gel deals electric damage to targets, and may send them into shocked convulsions. Also good for temporarily disabling machines.

Invention Requirements	Qty	Hacked Qty	Hacked + Clever Inventor Qty
Distilled Water	3	2	1
Battery	2	1	1
Alcohol	1	1	1

MOLETO TICK

CITY DIRECTORY





WELCOME TO RAPTURE

Our story begins somewhere over the Atlantic Ocean, in a time when enjoying a cigarette on an airplane wasn't a federal offense and the only thing short about the stewardesses was the length of their skirts. Yes indeed, the skies were still friendly back in the 1960's and having a ticket for a transatlantic flight was a surefire sign that you were special, just like your mom and dad always knew you would be.

Of course, the problem with believing that you are destined for greatness is that sometimes you have to prove it. For the nondescript every-man occupying seat 11C, that time is now. Jack has no idea what is in store for him in the coming moments, but his plane is about to crash and he's going to be the only survivor. The choices he makes in the hours following the crash will cause far-reaching effects in a world he knows nothing about. That world is Rapture.

OBJECTIVES

1

Get to higher ground.



2

Go to Neptune's Bounty.



3

Head to Medical!



NEW DISCOVERIES

Plasmids and Tonics



Electro Bolt

Fires a bolt of electricity that stuns enemies and short-circuits machinery.

Weaponry



Wrench

Does a small amount of bludgeoning damage.



Pistol

Fires .38 caliber rounds and does moderate piercing damage.

ENEMIES

Thuggish Splicer



Low-level Splicer armed with a pipe that utilizes melee attacks. Can be easily defeated with Electro Bolt and Wrench combo attack.

Leadhead Splicer



More durable Splicer that attacks with a Pistol or other firearm. Can withstand several melee attacks.

WHEREABOUTS UNKNOWN

Jack's frantic effort to tell up from down and reach the surface of the ocean meets with success. He inhales deeply and fills his lungs with the rancid smell of burning jet fuel and seawater. Nonetheless, it's oxygen and he's alive. He is now in your hands. Take control of Jack's motion and swim straight ahead towards the tail of the plane rising out from the water. A fuel slick ignites as you draw near, forcing you to angle to the right. That is when you first notice the lighthouse. Granted, the middle of the ocean is a strange place for a lighthouse, but you're in no position to question its validity. There is a staircase leading up out of the water; swim to the lights and enter the lighthouse through the door atop the stairs.



RAPTURE DIRECTORY: YOU ARE HERE



The door slams shut and you suddenly find yourself enveloped by the soft sounds of 1940's era elevator music. One by one the lights flick on and reveal the lavish marble and bronze interior—it is unlike any lighthouse Jack has ever seen. Descend the stairs towards the source of the music and beyond the embossed plaques celebrating Art, Industry, and Science. At the base of the stairs is a fanciful sphere that resembles an old diving bell. The door to the bathysphere is open; step inside and pull the lever.

BATHYSPIRE STATION



The voyage into the depths of the ocean isn't a long one, as the bathysphere descends quickly. A welcome video plays during the descent and, although dated, it introduces the shockingly beautiful, but secretive, world Jack has stumbled onto. The views out of the window and the image Mr. Andrew Ryan paints of his city in the video are immediately belied by the horrifying act of violence Jack witnesses upon docking. The creature with the hooks soon leaves the terminal and a voice instructs Jack to take the radio hanging on the wall of the bathysphere. Exit and cross the bridge ahead.

OBJECTIVE: GET TO HIGHER GROUND

1

A survivor of the city named Atlas has contacted you over the radio. He has advised you to get to higher ground. It might be wise to listen.



VITA-CHAMBERS

The electrified tube to the right is known as a Vita-Chamber. Jack will be revived in the nearest Vita-Chamber if killed by the inhabitants of Rapture. Every area of the city typically has several Vita-Chambers, each of which serves as a checkpoint-of-sorts. These devices require no activation from you, since they work automatically to bring you back to life as close to the point of your demise as possible. That said, do not think of Vita-Chambers as save points because they are not. Your progress in Bioshock is only saved when you manually select the Save Game option from the Pause Menu or when you reach a new chapter.

Head up the stairs to the left and watch as the Splicer that appears is chased off by a Security Bot. Jump over the metal beam and pick up the **Wrench** in the spotlight. Use it to smash the debris beneath the door and crouch down to crawl through the opening.



FLAMING FREE FALLING FURNITURE!

A Thuggish Splicer atop the stairs is about to send a fiery piece of furniture tumbling down in your direction. Get ready to run and leap over it as it approaches.

LOUNGE

Run up the stairs, Wrench in hand, and beat the Thuggish Splicer to death. He leaps at you while swinging a metal pipe, so be ready to go on the offensive and don't stop swinging until he's lying limp on the ground. Take the EVE Hypo and First Aid Kit from the corpse, loop around to the left, and climb the stairs near the flickering neon sign.

SEARCH THE BODY

It's vitally important that you get in the habit of searching all of the corpses that you encounter in Rapture. Picking the pockets of those you defeat in battle is the easiest way to find valuable items, ammunition, money, and even components for new inventions! Of course, corpses aren't the only source of items. Always search crates, desks, file cabinets, and anywhere else you suspect items may be hidden.

The Gatherer's Garden vending machine on the upper floor is out of commission, but there is a valuable plasmid lying on it. Take the **Electro Bolt** plasmid and sit back and watch as Jack's genetic makeup is rewritten.



This particular plasmid makes it possible to fire a bolt of electricity from your left hand. The internal change Jack undergoes is a powerful one and he is knocked nearly unconscious. He eventually comes to in one piece. When he does, take aim at the short-circuiting door switch and fire the Electro Bolt at it to open the door. This is one specific use of the Electro Bolt plasmid, but it's even more helpful for stunning enemies.



Exit the lounge through the glass-encased tunnel and try to remain calm as the airplane slams into the tube. Move through the severed fuselage of the plane and continue on, around the bend, and out of the water to the door straight ahead.



A pair of Thuggish Splicers attack in this next area. Hit them with the Electro Bolt, then switch to the Wrench and knock them dead while they're stunned. It only takes one swing of the Wrench to knock them out while the electricity is pulsing through their body, so take advantage of this opportunity. Search the corpses and collect the two EVE Hypos from the floor in this area before ascending the stairs to the elevators up ahead. Kill the flaming Thuggish Splicer and ride the elevator up to higher ground.

ZAP 'EM AND WHACK 'EM

Atlas's recommendation of using the Electro Bolt and Wrench as a one-two combo is lethally effective against all sorts of enemies, especially Splicers. Keep your plasmid-enabled left hand on the ready for approaching Splicers and hit them with the Electro Bolt before they get close enough to attack. Better yet, keep an eye out for multiple enemies standing in water and fire a bolt of current into the water to fry them all at once!

ELEVATORS

OBJECTIVE: GO TO NEPTUNE'S BOUNTY

2

Atlas needs your help to reach his wife and child. His family is in a section of Rapture called "Neptune's Bounty". Find your way there!



Pick up the First Aid Kit, near the vase of flowers, before approaching the woman singing to the bassinet off to the right. It is a lovely sight and her voice is certainly comforting in this strange place, but you must kill her nonetheless for it isn't a baby in the carriage, but a Pistol. Take the weapon and proceed to the restaurant.



AMMO SWITCHING

Each of the firearms in Bioshock can be equipped with three different types of ammunition. Each weapon has a standard bullet type and two more powerful varieties of ammo that offer specific advantages against different types of enemies. The Pistol you just acquired comes with six rounds of standard .38 caliber bullets, but Armor Piercing and Anti-Personnel Bullets can also be used.

KASHMIR RESTAURANT

Times have certainly changed since the Kashmir Restaurant was last used for its main purpose. In fact, it seems as if whatever happened to disturb the serenity of life in Rapture did so right in the middle of the 1959 New Year's Eve party. The party favors are still on the tables, the costume masks are scattered here and there, and it seems as if one of the revelers is still nearby. Head down the stairs on the right, towards the dancing area, and take out the Thuggish Splicer calling for his wife near the kitchen door. His wife, a Leadhead Splicer, emerges from behind the door and begins shooting in your direction at the sound of her husband's final breath—be ready!

Take a moment to search the kitchen for money and a First Aid Kit before exiting back to the dancehall area. A pair of Splicers has moved out onto the watery dance floor. Stand back, away from the water, and use Electro Bolt on the water to fry them both. Don't rush forward with the Wrench to finish them off though; the water amplifies the current and does the job for you. Wait for the electricity to dissipate and search the dance floor area for valuable items. Make sure to pick up the **Audio Diary** on the cocktail table to get an earful of the horrible events that took place during that last New Year's Eve celebration.



A DRINK AND A SMOKE

There are dozens of types of consumable items such as Pep Bars, Cigarettes, and bottles of Arcadia Merlot scattered throughout Rapture. These items are instantly consumed upon being picked up and are good for the body—at least in moderation—and serve to give you a small boost in health and/or EVE. However, tobacco and alcoholic consumable items also have an adverse impact as well, effectively lowering your health and/or EVE levels. Worse yet, drinking two or more alcoholic beverages in quick succession cause Jack's vision to become blurry and make it difficult to walk straight.

AUDIO DIARIES

Many of the residents of Rapture believed in keeping diaries, but instead of relying on the traditional pen and paper version—how passé—they instead utilized the latest in technological advances, the voice recorder! There are dozens of Audio Diaries scattered throughout the city for you to collect. You don't need to find them all (unless you want to earn the "Historian" Achievement), but these audio diaries do reveal a good amount of background information on Rapture's main players and help you understand more of the story. We have marked each and every Audio Diary on the accompanying maps in this guidebook and also have a complete listing of all of their locations in the Achievement Guide.

Return up the stairs to the main hall of the Kashmir Restaurant and give the area a thorough looking over for items and money. Another **Audio Diary** can be found in the "Dames" restroom. Kill the Thuggish Splicers that appear and head through the hole in the wall of the men's bathroom to the theatre balcony.

FOOTLIGHT THEATRE

Slowly step out onto the scaffolding that is high above the floor of the theatre and listen to Atlas as he explains just what that little girl below you really is. Tiptoe across to the other side of the scaffolding and descend the stairs. Watch as a Thuggish Splicer attacks the Little Sister and is promptly annihilated by her protector, the Big Daddy. Little Sisters and Big Daddies have a symbiotic relationship of sorts. She gathers the Adam they need and he keeps her safe. You can't get to the Little Sister without going through the Big Daddy—and few individuals get through a Big Daddy!

Use the Wrench to break the lock from the gate and continue around the corner past the Vita-Chamber. The Leadhead Splicer that attacks is quite durable and won't be felled with a simple swing of the Wrench. Consider using the Pistol against her; either that, or hit her with a blast of Electro Bolt to close the distance and move in for the death blow.



TRANSIT HUB

Use Electro Bolt to fry the two Thuggish Splicers near the small waterfall at the base of the stairs. Gather up the items from the three storage crates on the floor of the Transit Hub and approach the tunnel leading to Neptune's Bounty.

BIG DADDIES MEAN BIG PRIZES!

Keep your eyes peeled for the corpses of Big Daddies, since they routinely possess lots of money and other valuable items. Stumbling onto the corpse of a Big Daddy is like stumbling onto a rich man's wallet. It won't happen often, but it's nice when it does.

Just as you near your destination, the gate suddenly slams in your face and an alarm rings out. Move to the pool of water and use Electro Bolt to fry the pairs of Splicers that leap down from above. An additional Thuggish Splicer moves in from the right, zap him with your plasmid power and knock him out with the Wrench.

Eliminate all five Splicers that appear (while being careful to avoid the flame-throwing Security Turret behind the gate), then search the corpses and Lockboxes in the pool of water for items.



OBJECTIVE: HEAD TO MEDICAL

3

Your way to Port Neptune has been blocked by Andrew Ryan. Atlas has told you there is another way to reach Port Neptune through the Medical Pavilion. Get there now!



Atlas is able to open the way leading to the Medical Pavilion, so all is not lost. Head down the corridor opposite the locked gate and jump over the debris. You'll soon reach a small room filled with television monitors and a large airlock. It's another trap, only this time the mysterious Andrew Ryan you've been hearing about appears on-screen to chat with you—and he's clearly not happy you've come. Atlas gets the airlock open in time for you to make your way to the Medical Pavilion before the army of Thuggish Splicers break through the glass walls and attack.

MEDICAL PAVILION

One can't blame Jack if he thought he found providence while dragging himself out of the water and up the stairs of the lighthouse, but it's beginning to look as if his descent into the city of Rapture may well have been a trip straight to hell. Despite his miraculous self-rescue he is now running for his life, trapped in an underwater world that is inhabited by bloodthirsty, pipe-wielding mutants and little girls who play with big needles.

Yet, despite the crazed creatures trying to kill him and the mysteriously sinister Andrew Ryan who has yet to reveal himself in person, Jack can at least take comfort in knowing that he isn't alone. There is at least one person who doesn't wish him harm—Atlas. Atlas may seem to be more interested in saving his family than he is in playing the role of the happy welcome wagon, but Jack will take any help he can get at this point.

OBJECTIVES

1

Use Emergency Access Route.



2

Get the key from Steinman.



3

Destroy the debris.



4

Find Telekinesis.



5

Open the Emergency Access.



NEW DISCOVERIES

Plasmids and Tonics

	Hacker's Delight	Converts the current from hacked machines into health.
	Incinerate	Allows Jack to shoot fireballs from his left hand that burns enemies and oil.
	Security Expert	Reduces difficulty when hacking Turrets, Security Bots, and Security Cameras.
	Wrench Jockey	Increases Wrench damage.
	Speedy Hacker	Slows current flow during all hacking.
	Telekinesis	Makes it possible to catch and throw objects using mind control.
	Static Discharge	You emit a burst of electricity when struck, damaging all around you.

Weaponry

	Machine Gun	Fires rapid spray of bullets that do small piercing damage. Best against groups of enemies.
	Shotgun	Fires wide burst of pellets that do moderate piercing damage and are most effective at short range.

ENEMIES

Nitro Splicer



Nitro Splicers are the mad bombers of the Splicer family. They lob explosives with surprising frequency and are able to withstand numerous attacks.

Dr. Steinman



A very strong surgeon who attacks with a Machine Gun and can withstand numerous attacks.

Bouncer



The Bouncer is a type of Big Daddy that doesn't fire a gun, but instead swiftly charges forward and drills into its target. It is extremely durable and packs quite a punch. Approach with caution!



LITTLE SISTERS



This Little Sister is in the Lounge and will be unprotected when you find her. The Lounge is accessible only after defeating Dr. Steinman.



You encounter this Little Sister and the Bouncer that protects her en route to Emergency Access, after securing Dr. Steinman's key. They're located near the Foyer, so be prepared!

FOYER

OBJECTIVE: USE THE EMERGENCY ACCESS ROUTE

1

There is an Emergency Access Route near the entrance to the Medical Pavilion. Use this emergency bathysphere to reach Neptune's Bounty.



Thanks to Atlas's quick work of the locking mechanism you were able to escape Andrew Ryan's trap and flee to the Medical Pavilion Foyer. Note the location of the Vita-Chamber on the left and head off in the direction of the clown's voice. The Circus of Values vending machine is a great source of items that can be purchased with the money that you acquire from containers and corpses.

HACK FIRST, SHOP LATER

Before you go shopping at the Circus of Values, make sure to hack the Security Bot stuck between the sliding doors to the right. The Security Bot serves as a hacking tutorial of sorts and, once you successfully hack it, you'll be able to hack the vending machines you encounter to gain access to otherwise unavailable items and also lower the prices of all goods. See the "Life Underwater" chapter for a complete listing of the item costs before and after hacking.

THE HACKER'S GUIDE TO MECHANICAL OVERWRITING

Learning how to successfully hack electronic devices and safes can go a long way towards ensuring your survival in Rapture. Whether you hack a Security Bot to gain a robotic ally, or simply pick the lock on a safe and find some much-needed First Aid Kits and ammunition, knowing how to hack effectively is vital.

Hacking is done by redirecting the circuit flow in the machine, shown as a blue viscous liquid. Uncover tiles and swap them out to create a continuous conduit that leads from the source of the circuit flow to the goal. There are hazardous pieces on the grid that can cause an electrical overload, a security alarm to trigger, or even speed up the rate of flow. Overloading the system or failing to direct the flow properly results in significant physical damage to Jack so be careful!

Hacking starts out pretty easy, but it gets much tougher. Fortunately, there are plenty of tonics that can help make hacking easier. Also, it's possible to do a Hacking Buyout at the start of the hacking process. Lastly, Auto-Hack Tools exist that can be used to automatically hack a machine. Read more about hacking in the "Life Underwater" chapter of this book.

RAPTURE DIRECTORY: YOU ARE HERE



EMERGENCY ACCESS



Purchase as many EVE Hypos, First Aid Kits, and Pistol rounds as you can from the Circus of Values and head into the Emergency Access area, beyond the Security Bot stuck between the doors. Hacking this Security Bot makes it your ally; watch as it flies towards the Leadhead Splicer around the corner and opens fire! This Security Bot proves valuable in the coming minutes. Climb the stairs to the Control Panel and activate it to try and unbar the gate. This sets off a security alarm, but also opens the door behind you.

OBJECTIVE: GET THE KEY FROM STEINMAN

2

The Emergency Access Bathysphere can only be reached with a special key. Atlas has informed you that Dr. Steinman has the key. Steinman works at "Aesthetic Ideals" in the surgical wing of the Medical Pavilion. Find him and get the Emergency Access key.



Enter the narrow corridor beyond the control panel to find a **Machine Gun** near an Electrical Override switch. Grab the new weapon, flip the switch, and take aim at the gaggle of Splicers streaming down the stairs in the foyer below. These Thuggish and Leadhead Splicers make their way into the Emergency Access area and attack fast. Eliminate as many as you can with the Machine Gun from the balcony above the foyer, then head back down the stairs to where the Security Bot can be of more help. Use the Electro Bolt plasmid to stun them, then open fire with the Machine Gun—there's simply too many here for the Wrench to be very effective. Once the last of the assailants have been defeated, head back to the foyer and go up the stairs and down the hall towards the surgery wing.



FOYER CONTINUED

Use the door control to access the blood-stained primary lobby area of the Medical Pavilion. As with any hospital, there are several distinct wings that you can head to: the surgery wing is to the right, the dental wing is down the stairs, and the crematorium and funeral parlor are up the hall to the left.

Equip Electro Bolt and peek out from around the corner towards the Turret on the far side of the wall. Quickly stun it with Electro Bolt then rush forward to hack it before it resumes firing. Gather up the Audio Diaries and secure the immediate area for any stray Splicers roaming the halls. There is another Turret hiding in the supply closet just north of the desk with the cash register—stun it with Electro Bolt through the hole in the wall, then run around to the opening to hack it. These two Turrets, in combination with the Security Bot you hacked earlier, should defeat each of the Leadhead Splicers that attack—this tactic helps you conserve ammunition.



HEALTH STATIONS

The Health Station on the wall beyond the reception area can be used to fill Jack's health for a cost. It can also be hacked which not only lowers the cost of using it, but also causes the Health Station to deal damage to Splicers who try to use it. Lastly, it's possible to destroy a Health Station in hopes of gaining several First Aid Kits. This isn't a definite, however, and it will render the Health Station unusable for future visits.

Hit up the registers on (and behind) the counter for some extra money, then stop at the Circus of Values and El Ammo Bandito vending machines in the north corner to load up on ammunition. Dr. Steinman's "Aesthetic Ideals" cosmetic surgery practice is due west at the far end of the lobby. Head through the large door on the walkway, above the stairs leading down to the dental wing. Continue through the glass-walled tunnel, while taking note of the Big Daddy and Little Sister in the corridor off to the left.

SURGERY FOYER

OBJECTIVE: DESTROY THE DEBRIS

3

Use something explosive to destroy the debris which is between you and Steinman's surgical suite.



Dr. Steinman was apparently expecting you and isn't taking any new patients at the moment. He quickly retreats into his surgery area and detonates an explosive at the door, effectively sealing himself in behind a pile of debris. There's nothing you can do now but have a look around and return the way you came to the main lobby.



OBJECTIVE: FIND TELEKINESIS

4

Atlas thinks that Telekinesis is what you need to destroy the blockage. Some ads on the wall suggest you might find the plasmid at a place called Dandy Dental.



Kill the Thuggish Splicers that have entered the lobby area and descend the stairs towards the dental wing. The entrance to the dental wing is currently blocked with an enormous ice block—Rapture's leaking alright! Before you can get to the Telekinesis plasmid, you need to find one that can melt that ice. Use Electro Bolt to open the door to the office and take the Auto-Hack Tool from the desk. Head back up the stairs and draw your gun as you make your way down the hall towards the woman's voice near the Eternal Flame crematorium area.

ETERNAL FLAME CREMATORIUM

The woman's sobs are instantly silenced by the explosion that blows open the door to the Eternal Flame. The source of the blast is the Nitro Splicer on the other side. Nitro Splicers resemble a mad scientist and take great joy in hurling their homemade bombs at you. Strafe left to right to avoid the blasts and use Electro Bolt to stun them. Once you've stunned them, switch to the Pistol or Machine Gun and open fire on their head—you don't want to take too many chances with these guys!



Go through the door to the cold tile-covered morgue. Equip the Pistol with Armor-Piercing ammo and take aim at the Security Camera on the distant wall, beyond the furnace.

HACKER'S DELIGHT

Activate the Furnace Control to slide the corpse into the fire. Be patient and wait for the corpse to be cremated. The door soon opens revealing the **Hacker's Delight** tonic partially buried in the pile of ashes. This Physical Tonic converts the current from hacked machines into a healing agent. Equip this tonic and watch as you regain lost health through hacking machines!



Head up the stairs in the corner of the room and use the Electro Bolt and Pistol to kill the Leadhead Splicer humming to herself off to the left. Crawl through the small opening in the wall

to the left of the oil slick and pick up the **Incinerate!** plasmid. This powerful plasmid enables Jack to set things on fire with his hand. This not only burns enemies and flammable objects, but can also be used to ignite oil slicks and melt ice.



Numerous Thuggish Splicers instantly surround the small office you found the plasmid in, but have no fear! There is an oil slick leading out through the opening and around the perimeter of the office.

Ignite the oil with your newly-discovered, fire-spewing ability and watch as the Thuggish Splicers catch fire and writhe in agony.

Wait for the flames to go out, then crawl back through the opening and search the charred corpses for money. Descend the stairs in the far corner and return to the main foyer. Use the Incinerate! plasmid to melt the ice near the doors on the right to enter the Twilight Fields funeral area.

TWILIGHT FIELDS

Kill the Thuggish Splicer around the corner to the right and note the number written on the piece of paper near the casket—it reads “0451”. This is the combination to the keypad on the door behind you. Unlock the door with this combination to find some extra ammo, an EVE Hypo, and another Auto-Hack Tool.

Cross the room to the other viewing area to find another Thuggish Splicer located behind the desk. Drop her with the Pistol, then take cover behind the desk to avoid the fire from the Turret that emerges. Hack or destroy the Turret to remove the threat, and then open the safe on the wall above it.

SAFE

Contents: 25 Dollars, 9 00 Buck, 3 Armor-Piercing Pistol Rounds

The safe is on the south wall in the funeral parlor, just above the Turret. Use the Auto-Hack Tool found in the locked storage room to open it with ease.



Head through the door to the mortuary room and wade out into the water at the base of the steps. The lights flicker on and off, but do not worry. Grab the **Security Expert** tonic off the shelf and return to the main lobby area. Once there, descend the stairs and use Incinerate! to melt the ice.

KURE ALL

Quickly take out the Thuggish Splicer beyond the ice and poke your head through the door on the left. A Leadhead Splicer is in this area, but that's not all. Don't go through the doorway until the Leadhead Splicer has been eliminated!

ROCKET-FIRING TURRET!

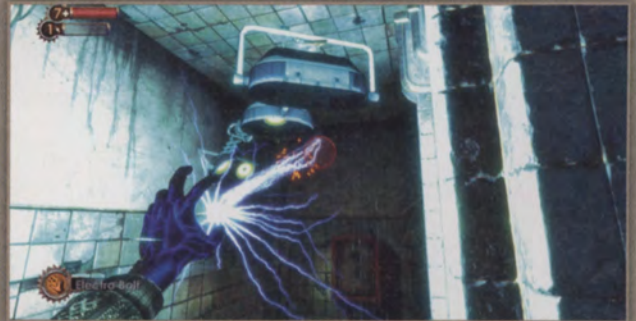
There is a Turret in the next room, to the far right. Kill the Leadhead Splicer, then switch to Electro Bolt and quickly step through the doorway and shock the Turret. Move in fast to hack it before it starts firing again! After hacking the Turret, help yourself to the ammo and other items in this small alcove.

Proceed through the door on the left and use the Wrench to knock out the grate covering the ventilation shaft near the floor. Crawl through the opening to reach a small room containing the **Wrench Jockey** tonic. Return to the main room and put the Armor-Piercing ammo to use against the Security Camera around the corner to the left.

SAFE

Contents: 3 Armor-Piercing Pistol Rounds, 10 00 Buck, 78 Machine Gun Rounds

The safe is on the wall in the lower corner of the Kure All area. This is the portion of the room that is flooded. It's tough to hack so consider using an Auto-Hack Tool if you have one.



Exit the Kure All area to the downstairs lobby and locate the **Shotgun** lying in the center of the floor. Prepare yourself for a pretty short but intense fight and pick up the weapon. The lights dim, then suddenly a half-dozen Thuggish Splicers come charging out of the shadows. Use the Shotgun to beat them back. Backpedal in circles while pumping the pipe-wielding cretins full of lead.



PAINLESS DENTAL

The Turret in the locked room to the left begins firing through the window. Let it shatter the window glass, then hit it with Electro Bolt to stun it. Jump onto the ledge and crawl through the window to hack it. This lets you explore the southeast corner of this wing of the Medical Pavilion to find the **Speedy Hacker** tonic.

Locate the ventilation shaft near the floor in the corner of the room and bash it open with the Wrench. Crawl through the opening above the pipes to the locked office and use the Pistol to shoot the fuel cylinder the Leadhead Splicer is sitting on. Scour the room for valuable items and be sure to grab the Auto-Hack Tool off the desk, then leave through the door to the left. The door to Chompers Dental Office in the southernmost area of the floor is currently locked, so head to the Health Station and go through the door to the Dandy Dental area.

DANDY DENTAL

Rob the register on the counter and wade out into the water in the far right-hand corner to find a safe in the wall. With the safe cracked, go through the automatically-raising glass door to find the **Telekinesis** plasmid. Since you only have two Plasmid Slots available right now, you may want to replace Incinerate! with Telekinesis so that you still have the ability to shock machines with Electro Bolt.

Hit the ball launcher control button and practice using your new Telekinesis powers on the balls being launched your way. Better yet, use Telekinesis to grab a racket and try to throw it at the ball mid-flight and see if you can hit it in the air. This doesn't win you any special items but it is fun and also good practice for when you encounter a Nitro Splicer.

SAFE

Contents: EVE Hypo, First Aid Kit, 23 Dollars

The safe is on the wall near the windows looking out into Rapture. If you've obtained the Speedy Hacker tonic, this should be a very easy safe to hack.



Speaking of Nitro Splicers, there's one on the steps leading back up the main lobby. Catch his bomb and hurl it back at him to quickly win the battle against this formidable foe. Don't head up the stairs just yet though, first use your new plasmid to access the safe in the Chomper's Dental area. Use Telekinesis to grab the key through the broken window while you still have Telekinesis equipped (there are no Gene Banks in this area of Rapture). Once done, make your way upstairs and back to the surgery wing.

CATCH AND RELEASE WITH TELEKINESIS

This special plasmid gives you the ability to grab an object with your mental power—whether it be stationary or thrown at you—and then throw or drop it where you see fit. Use this power to catch grenades being thrown at you by Nitro Splicers or to move doors and other obstacles that block your path. It can also be used to pull out-of-reach items closer!



SAFE

Contents: 80 Machine Gun Rounds, 4 Armor-Piercing Pistol Rounds, 2 First Aid Kits



Use your Telekinesis ability to grab the key from the "key return" hook inside Chomper's Dental—approach the broken window where the dentist's corpse is draped—and unlock the door. Proceed to the southernmost examining room and eliminate the camera on the wall with two quick Armor-Piercing bullets. The safe on the wall near the window is easily hacked and well worth the trip.

SURGERY FOYER



A Nitro Splicer appears on the balcony above the Circus of Values vending machine. Have Telekinesis equipped and use it to catch one of the grenades the Nitro Splicer throws. Once you've caught the grenade, turn towards the pile of debris blocking the entrance to the surgical wing and throw it. This clears the way for you to continue after Dr. Steinman. Load up on ammo and First Aid Kits at the vending machine and continue down the hall.

SURGERY

Dr. Steinman is just up ahead, beyond the metal gate. Approach the gate to attract the Security Bot's attention, then back away around the corner to get out of Dr. Steinman's view. Hit the Security Bot with the Electro Bolt and hack it to tilt the odds in your favor. By now the metal gate will be open and you can see to the task of relinquishing Dr. Steinman of his keys.

Destroy (or hack) the Turret beyond the gate where Dr. Steinman was located and approach the door on the right-hand side. Enter the operating room here and shock the Security Camera at the far end before it spots you. Take care of the Security Camera and collect the goodies on the desk—they'll come in handy soon enough!



SAFE

Contents: 31 Dollars, 2 Armor-Piercing Pistol Rounds, 2 First Aid Kits

Destroy or hack the Security Camera on the ceiling in the operating room, then approach the safe beneath it. The First Aid Kits in this safe are well worth hacking the safe for, especially with the impending battle against Dr. Steinman.



Dr. Steinman

Dr. Steinman is the head surgeon in the Aesthetic Ideals cosmetic surgery practice and he is on a crusade to make the world a more beautiful place, one ugly person at a time. His methods are appalling and his disdain for symmetry often leaves his clients hideously disfigured. Those who don't die on the operating table often wish they had.

BOSS ATTACKS

MACHINE GUN

Dr. Steinman isn't about to use his operating saws or scalpels in this fight. Instead, he relies entirely on the Machine Gun he keeps by his side.

BATTLE PLAN

Approach the glass window and watch as Dr. Steinman loses his mind—what was left of it anyway—and maddeningly hacks into his patient with a knife. He'll soon calm down long enough to notice you watching him. He sees you as just another ugly person needing to be put out of their misery and opens fire at once.



Step aside, out of view of the window, and equip the Electro Bolt and Shotgun. Enter the room through either door and use the plasmid to shock Dr. Steinman in place so you can shoot him with the Shotgun several times. When the electricity dissipates, he'll start running away from you, all the while firing his Machine Gun. Dr. Steinman stays on the move, constantly running laps around his operating room and up the stairs and through the two doors near the observation platform where you were just standing.

If you hacked the Security Bot in the hallway earlier you will be glad you did. Not only will the Security Bot chase after Dr. Steinman and open fire on him, but it draws much of Dr. Steinman's firepower away from you. So while Dr. Steinman continues to run in circles firing at the Security Bot, you can cut him off near the doors, hit him with Electro Bolt and blast him with the Shotgun at a disgustingly close range. Monitor your health and EVE levels and replenish them accordingly. Thanks to the Security Bot and the abundance of Shotgun ammo that has been lying around, you should be able to pronounce the good doctor DOA within no time.

MALPRACTICE INSURANCE

Need more help? If you have the Incinerate! plasmid equipped instead of Electro Bolt, go ahead and use it to ignite the oil slick near the operating table when Dr. Steinman goes near. You can also use Telekinesis to hurl the flammable gas cylinders at him. On the other hand, you may be able to lure Dr. Steinman downstairs towards the water where you can then zap him really good with Electro Bolt if that's your plasmid of choice. Lastly, the cabinets scattered throughout the operating room have plenty of ammunition and the safe downstairs contains no less than three First Aid Kits.

OBJECTIVE: OPEN THE EMERGENCY ACCESS

5

Now that you have Steinman's key, return to the Emergency Access area. Use the key at the Emergency Access panel.



HIDDEN AUDIO DIARY

There's an easy-to-miss Audio Diary on the corpse that Dr. Steinman was operating on. Make sure to search the body of the corpse to get it if you're trying to earn the "Historian" Achievement.

Take the Emergency Access Key and ammunition from Dr. Steinman's corpse and spend a minute searching the rest of the room for items before you begin the journey back through the Surgery Foyer and north towards the Lounge. The tunnel back to the main lobby has collapsed so you don't really have another choice.

IT'S REALLY QUITE SHOCKING!

Five Thuggish Splicers attack in the Surgery Foyer on your way back through after killing Dr. Steinman. Quickly zap the water they're standing in with Electro Bolt to fry the whole lot of them at once! Be sure to pick up the **Static Discharge** tonic if you hadn't collected it on your initial pass.

SAFE

Contents: First Aid Kit, First Aid Kit, First Aid Kit

This safe is on a desk in the water-filled lower level of Dr. Steinman's operating room. It's very easy to hack and could prove useful if you're having trouble defeating Dr. Steinman.



LOUNGE

LITTLE SISTERS: TO HARVEST OR TO RESCUE?

As you may have sensed by now, this is the big moral dilemma in Bioshock. What to do with the Little Sisters? These seemingly benign little girls carry Adam within them. Adam is a currency of sorts in Rapture and can be used to purchase additional plasmids and plasmid and tonic slots that can be used to ever expand your physical capabilities. With Adam, you can grow to be far more than just an ordinary man. Harvesting the Little Sister nets you large quantities of Adam—160 units to be exact—but do you really trust Atlas when he tells you it's the right thing to do?

On the other hand, Tenenbaum has given you an ability to rescue the Little Sisters from the curse that plagues them. Rescuing a Little Sister only earns you 80 units of Adam, but has the potential to earn you other rewards from Tenenbaum as a sign of gratitude. Clearly how you approach the Little Sisters in Rapture has a severe impact on not only how many plasmids you'll likely acquire, but also on your relations with Atlas and Tenenbaum.

It is recommend that you harvest most (if not all) of the Little Sisters during your first play through of the game so that you not only get to experience one of the story endings but can acquire some of the most powerful plasmids and tonics and unlock as many Achievements as possible. This will also help you to decide which plasmids you enjoy using the most. Then, on a second or third play-through, try to complete the game without harvesting any of the Little Sisters. This will make powering-up your character much more difficult, but will earn you a different story outcome and also the "Little Sister Savior" Achievement.



LITTLE SISTER ENCOUNTER

BIG DADDY: BOUNCER

You won't be far from the collapsing tunnel before a flaming Bouncer is thrown through the window in your direction. This could only mean one thing—there's a Little Sister nearby and she's no longer protected! Approach the door to the Lounge and watch as Tenenbaum tries to defend the Little Sister from a Thuggish Splicer in search of some Adam. She won't shoot you, thankfully, because she at least has some respect for the non-Splitters still left in Rapture. But Tenenbaum pleads with you not to hurt the Little Sister. Meanwhile, Atlas is whispering a very different tune in your other ear. The choice is yours.



Make your decision regarding the Little Sister, then cross the Lounge to the north and use the Adam you just acquired to purchase upgrades from the Gatherer's Garden vending machine. You may want to purchase the Armored Shell, Health Upgrade, and EVE Link power-ups.

FOYER



LITTLE SISTER ENCOUNTER

BIG DADDY: BOUNCER

Atlas radios you to warn of the Big Daddy and Little Sister up ahead in the Foyer. This is your first encounter with a living, breathing Bouncer so take a moment to top off your health and EVE levels and equip whatever weapon you have the most Armor-Piercing rounds for.

Before you can worry about harvesting or rescuing the Little Sister, you must get past the Bouncer protecting her. Use Electro Bolt to temporarily stun it, then open fire with the Armor-Piercing bullets. The Bouncer will not fire at you from a distance, but instead speeds towards your position and tries to drill into your body with its massive mechanical arm. Having the Static Discharge tonic equipped helps to knock it back and stun it when it does so, effectively buying you some time to run. Try to keep as much distance between you and the Bouncer as possible and continue to use a combination of Electro Bolt and Armor-Piercing bullets to drop it.



DIFFICULTY CHECK

How did that battle go for you? If you found yourself continuously waking up in a Vita-Chamber from this first encounter with a Big Daddy, you may want to stop now and lower the difficulty setting. It's only going to get harder from here. Consider yourself warned.

Take the money from the Bouncer and do what you like with the Little Sister. Head back to the Gatherer's Garden in the Lounge for a quick pit-stop and purchase the Enrage plasmid—it should come in handy early on in Neptune's Bounty—and any other upgrades you can afford. Continue back through the Foyer to Emergency Access. Climb the stairs and use Dr. Steinman's key to unlock the gate and board the Bathysphere.

RAPTURE METRO

The underwater city of Rapture isn't entirely connected by glass-walled tubes and corridors—that would make getting around far too difficult. Instead, the city's planners installed Rapture Metro, a system of bathyspheres that can be used to effortlessly travel from one neighborhood to another. Think of it as your own personal subway service. You'll be able to use these bathyspheres to travel between districts within the city whenever necessary, but note that not all areas are currently on line. For now you can only travel between Neptune's Bounty and the Medical Pavilion. But have no fear, more areas will become available soon enough!

NEPTUNE'S BOUNTY

Getting here wasn't as easy as Atlas had made it sound, but Jack has finally reached Neptune's Bounty. According to the voice on the other end of the radio, there should be a submarine tucked away somewhere with a scared woman and children hidden inside. Jack can't help but wonder how many people the submarine can hold. Is there room for him on board? Is Atlas even planning on escaping or is he going to ask Jack to escort his wife and kids back through Splicer Central? For every minute Jack spends in Rapture he can feel his grip on reality slipping. But he does know this much; whatever originally brought people to Rapture has long since left port. The people here are every bit as trapped as he is, and that thought terrifies him.

OBJECTIVES

1

Go to Fontaine Fisheries.



2

Find the Research Camera.



3

Photograph three Spider Splicers.



4

Return to Fontaine Fisheries.



5

Find the Submarine Bay.



NEW DISCOVERIES

Plasmids and Tonics

	Medical Expert	Increases the amount of health that is restored from First Aid Kits.
	Security Bullseye	Make the Security Cameras and Turrets target your foes instead of you.
	Wrench Lurker	Quiets your footsteps and increases melee damage to unaware enemies.
	Focused Hacker	Reduces the number of overload circuits during hacking.

Weaponry

	Grenade Launcher	Launch various types of grenades, mines, and even missiles at enemies.
	Research Camera	Take photos of enemies for research and gain combat bonuses.

ENEMIES

Rosie



Rosie is a Big Daddy armed with a Rivet Gun and proximity Grenades. She's exceptionally strong and attacks at range.

Spider Splicer



Spider Splicers are extremely acrobatic and attack by throwing curved scythes while hanging from the ceiling. They can also attack at close range.

Peach Wilkins



Peach Wilkins is essentially a very strong Nitro Splicer who can rapidly throw firebombs with great accuracy.



LITTLE SISTERS

* Please note that these locations are approximate.
The Little Sisters often move around to search for "Angels".



It won't be long before you encounter the first Little Sister in Neptune's Bounty. She and Rosie are walking around in the Lower Wharf.



The second Little Sister can be found in the Upper Wharf. Go through the door at the top of the stairs and turn to the left to see her.



Enter the Fighting McDonagh Tavern and crawl through the ventilation shaft in the wine cellar to head back to the entrance. Enter the tavern again to find the Little Sister and Rosie standing near the bar.

RAPTURE DIRECTORY: YOU ARE HERE



BATHYSPHERE STATION

OBJECTIVE: GO TO FONTAINE FISHERIES

1

Atlas's family is holed up in a submarine and desperately waiting for rescue. You need to get into Fontaine Fisheries to find the access to the submarine.

Fontaine Fisheries is located in the Lower Wharf.



GENE BANKS

The Gene Bank machine allows you to swap out plasmids and tonics from your available slots. Every tonic and plasmid in your possession can be accessed at each and every Gene Bank machine. Since you only have a few available slots in each track you need to access these machines to make changes to your current load out. The only other time you can make changes to your active set of plasmids and tonics is when you find a new one, and even then you will only be able to swap power-ups within that specific category.

Use the Gene Bank to make sure you have the Enrage and Electro Bolt plasmids activated and continue up and over the debris pile to the left. Follow the corridor to the Health Station and hack it to lower the cost of using it, but don't destroy it! It just might come in handy before long.

DON'T BE AN INSTIGATOR!

Big Daddies only attack you if you throw the first punch, so to speak. Leave the Big Daddy and Little Sister alone and he'll do the same.

LOWER WHARF



LITTLE SISTER ENCOUNTER

BIG DADDY: ROSIE

There is a Little Sister located just inside the entrance to the Lower Wharf. As soon as you enter the Lower Wharf, turn to the left and jump off the boardwalk to the ground below. Use Electro Bolt to shock the Turret near the ramp ahead and hack it—this should prove helpful in the battle against the Big Daddy. Continue along the right-hand side of the area and crawl under the other boardwalk. Shock and hack the Turret located here as well and gather up the Audio Diary and other items. Grab the **Medical Expert** tonic near the water and take cover beneath either of the boardwalks.

Rosie is armed with a Rivet Gun that fires scorching hot rivets, albeit at a relatively slow rate. Rosie can also launch proximity grenades, so it's very important to keep on the move and strafe back and forth in and out of cover to avoid being hit by these very deadly attacks. Fortunately, there are several Nitro Splicers and Leadhead Splicers who join the party, and you can have them do your dirty work for you.

Hit the Rosie with the Enrage plasmid to have it attack the Splicers. They'll all start firing on each other, thereby completely ignoring you. While they attack one another, you can whittle down Rosie's health by hitting it with Electro Bolt and Armor-Piercing bullets. Watch for the red Enrage gel to fade away then hit it with Enrage again to make sure it continues to focus its aggression on the other enemies, if they're still around. Switch to the Shotgun and finish it off with Electric Buck.



Take the money from Rosie and head through the door to the right. Stay back out of sight of the RPG Turret in the distance under the neon signs and pick off the Leadhead Splicers one by one. Switch to Armor-Piercing bullets and use the Electro Bolt and Pistol to eliminate the Turret from afar. Now you can shop at the Gatherer's Garden in peace. Depending on how much Adam you have to spend, consider purchasing an additional Plasmid Slot, a Health Upgrade, and Winter Blast.

Turn to the east and jump down into the water below. Destroy the Security Camera under the dock and hack the disabled Security Bot near the corpse to the right—this provides some extra firepower here. Search the watery lower level fully, especially the gated cell where the corpse is undergoing shock torture—there's a well-hidden Audio Diary located here. The keypad controlling the gate can be hacked, but those listening closely to all Audio Diaries will know the passcode is "5380". Climb the stairs back onto the dock and walk up and over the pile of crates to Fontaine Fisheries.



FONTAINE FISHERIES

Collect the goodies on the table and knock on the door. The man who peers out from the other side of the mail slot is Peach Wilkins, an old coot who holes up in Fontaine Fisheries. He and Atlas aren't much more than casual acquaintances, and like everyone else in this every-man-for-himself society you don't get a favor from Peach Wilkins without first doing one for him.

OBJECTIVE: FIND THE RESEARCH CAMERA

2

Peach Wilkins wants you to find the Research Camera in the Wharf Master's office, which is in the Upper Wharf. Atlas doesn't trust Peach, but he's your only way into the fisheries...and to the escape sub with Atlas's family inside.



A monster suddenly drops from the ceiling and attacks. After a short time, Peach Wilkins will send out a Security Bot to drive this monster off.



EXTRA CORPSES

Use Telekinesis to grab hold of the corpses strung up in the rafters high above the floor in the room outside Peach's area. One of the two corpses up there has some valuable Exploding Buck.

Take the **Grenade Launcher** off the conveyor that Peach Wilkins gives you and head back to the Lower Wharf. You'll get the perfect opportunity to try out your new toy right outside the door—fire a Frag Grenade into the far left-hand corner to take out the group of Leadhead Splicers all at once. Follow the signs up the stairs to the Upper Wharf and Wharf Master's Office.

WORTH GETTING DIRTY OVER

Look for the break in the metal grating on the walkway and crawl down underneath the Lower Wharf to find an Audio Diary, a First Aid Kit, and some Anti-Personnel ammunition among other things.

UPPER WHARF



LITTLE SISTER ENCOUNTER

BIG DADDY: ROSIE

Lure the two Leadhead Splicers roaming around the Upper Wharf towards you and hit them each with Enrage. This gets them to go after the Big Daddy across the room. The Leadhead Splicers should buy you enough time to use the Grenade Launcher to lay down some Proximity Mines in the middle of the room. Once they've been deployed, switch to Frag Grenades and open fire. Rosie is going to attack with its Rivet Gun, so you must stay on the move. Circle-strafe around the crates and large wooden spool in the center of the room to stay out of its reach and continuously hit it with Electro Bolt and Shotgun blasts.

There's an EVE Hypo on the floor near the crates and a First Aid Kit on the table, should you need it. Although you may be tempted to sprint to the north end of the area to get some separation from your foe, don't do it! There's an RPG Turret tucked away up that way and, if it's activated, it may prove too much to deal with while simultaneously trying to fight the Big Daddy.



SECURITY CODES GALORE!

If you're the type of player who likes to collect everything in the game and find all of the secrets, then do indeed take note of the Audio Diary on the floor in the corner of the Upper Wharf near the stuffed bear. Also, be sure to search the corpse next to that Audio Diary to find another one that reveals yet another security code to a different room.

Continue north towards the gate and use the Wrench to smash the chain and lock holding it shut. There's a Security Camera up the stairs on the left, so switch to Armor-Piercing ammo and very carefully step out towards the stairs to destroy the camera before it signals the alarm. Immediately access the Bot Shutdown Panel to the right of the stairs if the alarm sounds and use it to disable the Security Bots that appear. Use Telekinesis to get the Frag Grenades off the top of the wall and head up the stairs.



Climb the stairs with the Pistol drawn and fire two quick Armor-Piercing shots at the second Security Camera on the left. Hop over the crates to find plenty of Frag Grenades on the ground under the pipes and continue on to the Wharfmaster's Office.

WHARFMASTER'S OFFICE

The upper level offices are the most secure area in all of Neptune's Bounty and you really need to pay attention to the location of Security Cameras and RPG Turrets here if you want to get out alive. Before you can inspect the office on the left-hand side, or the prisoner cells in the center of the area, you need to loop around to the right where the security system is in place.



Although several Leadhead Splicers may come to attack, it's not worth hacking the Turrets in this case. Instead, zap them with the Electro Bolt to stun them, then quickly blow them apart with the Shotgun. Better yet, use the Electric Buck ammo for the Shotgun to do it all in one step.

Listen closely for the side-to-side motion of the Security Camera and beware the panning of the red security light. Use Armor-Piercing rounds to eliminate it quickly. Eliminate or hack the three Turrets near the jail cells (one is to the right upon entering and the other two are at the far end of the floor, near the camera). Once you have secured the area, crawl through the ventilation grate near the locked office door to search the office for items. There's a Security Camera inside, but the Bot Control Shutdown panel is also inside the room near the desk if you need it.

SAFE

Contents: 3 Antipersonnel Pistol Rounds, 2 Heat-Seeking RPGs, 33 Dollars



Crawl through the ventilation opening to enter the locked office on the left-hand side of the Upper Wharf. The safe is in this room near the desk. It is fairly simple to hack and well worth the effort.

When done raiding the security office, continue on towards the main Wharfmaster's Office. Crawl through the hole in the floor towards the Gene Bank and Vita-Chamber. The **Research Camera** is around the corner to the right on the desk.

The Research Camera comes with enough Film to take 12 shots, but don't worry about running out, since you'll be able to buy more Film in no time. Start your photography career by taking a picture of the Spider Splicer in the neighboring room. Wait for it to approach the window and be sure to get as much of its body as you can. That's one, now you need to find and photograph two other Spider Splicers to complete Peach's request.

OBJECTIVE: PHOTOGRAPH 3 SPIDER SPLICERS

3

Use the Research Camera to take a photo of three Spider Splicers (the ones who crawl on the ceilings). If you do this for Peach he'll let you into Fontaine Fisheries so you can locate the hidden submarine.



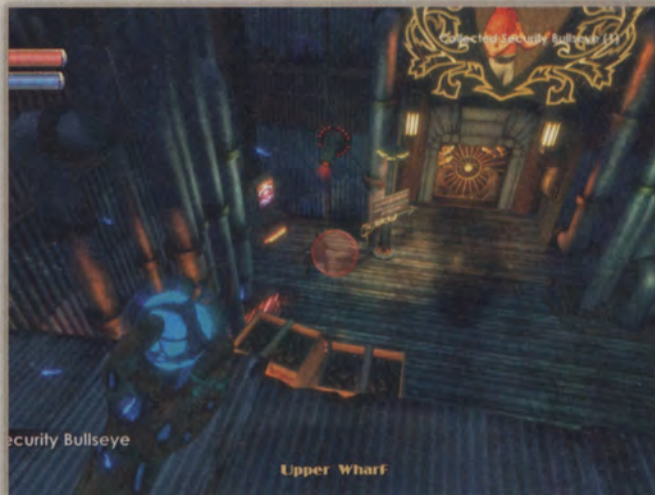
ATTENTION SHUTTERBUGS!

The Research Camera is a weapon of sorts, but not in the traditional sense. Instead of damaging the enemy, the Research Camera is used to capture the enemy on film. Depending on the quality of the photo, taking an enemy's picture can gain you up to three specific Research Bonuses that make your battles against that species of enemy much easier.

Each photo you take of an enemy helps to increase your research level for that enemy, but not all photos are created equal. Photos are awarded letter grades ranging from C to A based on the clarity of the subject, how close you are to it, and whether or not you catch it in action. You can also earn bonuses for capturing multiple enemies in a single photo or taking the shot while the enemy is attacking. Similarly, a photo of a duplicate enemy (not species, but individual) will result in a penalty and corresponding drop in your photo grade.

Although you have to monitor your Film levels just like ammunition, it's a good idea to keep the Research Camera at the ready at all times. This way you'll be able to quickly grab a photo of an enemy before you have to battle it. Continue taking photos of each enemy type until you've fully researched them all!

An explosion rips through the wall in the Wharfmaster's Office and provides you with a shortcut back to the Upper Wharf, not to mention a way over the gate below. Pick up the **Security Bullseye** plasmid and immediately put it to use against the Splicer standing in front of the Security Camera down below. Take a photo of the Security Bot that comes out to battle it, then drop off the ledge on the right to access the area that was otherwise gated off. Go south through the hallway to Jet Postal.



JET POSTAL

Use the Research Camera to acquire a couple of quick photos of the Leadhead Splicers in the glass tubes near the Security Camera and proceed to the right. Secure the front office of Jet Postal before going through the door to the sorting room in the back. There you find the second Spider Splicer—have the camera ready and try to get a photo of it during a cartwheel or while attacking for maximum points. Two down, one to go!



FREE TONICS!

Not only does taking photos of enemies give you combat bonuses, but you also earn free tonics too! For example, reaching Research Level 2 with a Leadhead Splicer gives you the Scrounger tonic. This valuable tonic allows you to perform a second search of corpses and containers for items that may have gone undetected originally.

Return to the glass tube hallways and proceed due east with the Research Camera in hand. The third Spider Splicer you need to photograph is in the hallway on the other side of the door. Quickly take a photograph to complete Peach's request; now all you have to do is bring the photos back to him in Fontaine Fisheries.

OBJECTIVE: RETURN TO FONTAINE FISHERIES

4

Return to Fontaine Fisheries in the Lower Wharf and deliver the splicer research to Peach. Then, Peach promises to let you in so that you can find the hidden submarine bay and meet Atlas.



You are a pretty long way from Fontaine Fisheries, so you might as well finish exploring this section of Neptune's Bounty before heading back to Peach, especially if you want to find the third Little Sister. Go up the stairs, past the Gene Bank and Circus of Values machines, and enter Fighting McDonagh's Tavern.

FIGHTING MCDONAGH

Take out the Leadhead Splicers in the bar area and collect the numerous items and Audio Diaries scattered about. From here, you can head up the stairs, behind the bar, or into the bathrooms. Take the latter route first and spend the 5 credits to open the left-hand bathroom stall door—there are two Proximity Mines and an EVE Hypo in a hole in the wall.



Exit the bathroom and hop over the bar. Zap the short-circuiting door control panel with Electro Bolt to open the door and enter the wine cellar. There are a couple of enemies here and a Security Camera, but nothing you haven't seen before. Once done frying the lot of them in the water with Electro Bolt, use the Wrench to smash open the ventilation grate and crawl through it back to the tavern entrance. You should hear a Big Daddy stomping around by the time you reach the watery pond up ahead.

SAFE

Contents: Automatic Hack Tool, 4 Proximity Mines, 3 Electric Buck

Go through the door behind the falling water in the basement and locate the small opening behind the crates. Push the crates aside and quickly destroy the Turret, so you don't get killed. Hack the safe inside this secret room with an Automatic Hack Tool, since you will get another one back.





LITTLE SISTER ENCOUNTER

BIG DADDY: ROSIE

Crawl through the ventilation duct from Fighting McDonagh's wine cellar back towards the vending machines near the entrance. Doing so lures the Little Sister and Big Daddy out of hiding. Be sure to take photos of them before you initiate the fight! Head up to the bar and look around for any Splicers; if you see any hit them with Enrage, ready the Grenade Launcher, and the Heat-Seeking RPGs you found earlier. Stand back from Rosie and hit it with the two Heat-Seeking RPGs while it battles the Splicers. Quickly switch to Frag Grenades and use them to finish it off before it has a chance to begin lobbing Proximity Mines at you.



Now it's time to head upstairs to finish searching the Fighting McDonagh. There are plenty of Leadhead Splicers running around in this part of Neptune's Bounty, so have the Research Camera in one hand and a fistful of lightning in the other. There are three rooms upstairs, one of which opens automatically, another of which requires Electro Bolt, and a third that can be hacked open or accessed by using the passcode "7533". Once done searching the upstairs of Fighting McDonagh, head back through the Upper Wharf, down the stairs to the Lower Wharf, and west towards Fontaine Fisheries. Just be sure to grab the **Wrench Lurker** tonic on the edge of the Lower Wharf near the Gatherer's Garden.

SAFE

Contents: 45 Armor-Piercing Auto Rounds, 3 Electric Buck, EVE Hypo

This particular safe is in the southernmost room upstairs in the Fighting McDonagh. The safe can be very difficult to hack—sometimes even impossible—so make sure you have plenty of health when you give it a try. You may want to buy out the hack or use an Automatic Hacking Tool if you have one.



FONTAINE FISHERIES

SPIDER SPLICER ON THE PROWL

There's a Spider Splicer running around the Lower Wharf that tries to keep you from reaching your rendezvous with Peach. The Spider Splicer can be very difficult to defeat at this point in time, depending on how many Research Bonuses you've gained, but do keep at it. Use Incinerate! or Electro Bolt and plenty of Machine Gun and Shotgun blasts to bring it down. The Automatic Hacking Tools and other items on its person will more than make it worth your while.

Return to Peach's door and give it a knock or two with the Wrench. Peach eventually opens the door for you, but he's not about to let you in with your weaponry. He doesn't trust anyone, so don't take it personally.

RELINQUISH YOUR WEAPONS

Not so fast. Peach won't let you into Fontaine Fisheries until you give him your weapons. Place them into the pneumatic tube that's sitting in the entrance to Fontaine Fisheries, and Peach will let you through.

Use Incinerate to melt the ice and pick up the **Focused Hacker** tonic. Use the Gene Bank to make sure you have Electro Bolt, Incinerate, and Enrage

plasmids active, as well as the Wrench Jockey tonic, and drop your weapons into the pneumatic tube—you'll only have access to your Wrench and Research Camera for the time being. This is a good time to save your progress if you haven't done so recently.



FREEZER TOP FLOOR

Peach Wilkins

Peach Wilkins has a tremendous fear of Fontaine and no amount of convincing from either you or Atlas can convince him Fontaine is dead and that you don't work for him. Peach has gone mad, utterly mad, and leaps from the shadows to attack shortly after dimming the lights.

BOSS ATTACKS

FIREBOMB

Peach Wilkins closely resembles a Nitro Splicer and has plenty of homemade explosives to blast you from here to Dandy Dental. The big difference between Peach and a Nitro Splicer is that Peach throws his explosives more frequently and with better accuracy. He's also a lot stronger and more mobile too!

BATTLE PLAN

It's important that you waste no time upon entering the freezers and head straight to the Security Camera on the right to hack it. Doing so not only eliminates the threat of being spotted, but also serves to sic the Security Bots on Peach and the Leadhead Splicers that appear (another option is to hit Peach with the Security Bullseye plasmid). Once the Security Camera has been hacked, return to the entrance area and equip the Enrage plasmid. Use it to turn the Leadhead Splicers against Peach.

Peach Wilkins may sound like a feeble old man, but he's as ornery as they come. And tough too! Use Incinerate to slowly burn him for nonstop damage and, when the opportunity presents itself, run up to him with the Wrench and bash him over the head. You can continuously swing the Wrench by holding down the Attack Button—this is faster than tapping it over and over. Stay on the move and watch your health meter closely; since Peach's firebombs inflict a significant amount of damage quickly.

The addition of the Leadhead Splicers may seem a bit unfair at first, but they not only offer you a chance to use the Enrage plasmid, but they are also a source of guns. Peach knew what he was doing when he demanded you dump your weapons in the pneumatic tube, but that doesn't mean you can't pick up another Pistol from the dead Leadhead Splicers sprawled across the floor. This fight becomes much easier once you get your hands on a gun.



OBJECTIVE: FIND THE SUBMARINE BAY

5

Find the secret passage that leads to the hidden submarine bay, then locate the submarine that holds Atlas's Family. Access to the submarine bay is hidden with Fontaine Fisheries.



Once the battle with Peach has been won, take a moment to search the freezers on the left and right side of the room. Both freezers have plenty of valuable items frozen within the ice on their floors. Use Incinerate! to melt the ice and collect the items, then head down the stairs. Be sure to grab your weapons from the pneumatic tube on the landing (you no longer have all of your special ammo types, though).



FREEZER BOTTOM FLOOR

POWER TO THE PEOPLE

The vending machine directly in front of the stairs on the lower floor is a very special machine. The Power to the People machine gives out free weapons upgrades to those who access the machine. Yet, there is a catch! The machine shuts down permanently as soon as you make a selection. Since you can only use each Power to the People machine once, make sure you choose wisely! See the "Arm Yourself" chapter for details on each weapon's possible upgrades, but for now you might want to select the Pistol Clip Size increase upgrade because it allows you to load 24 rounds into the Pistol at once.

Access the Power to the People machine at the base of the stairs and upgrade one of your weapons. Take a moment or two to melt all of the ice around the room, starting with the floes under the stairs. Crack the safe in the freezer on the right, then enter the freezer across the room and melt the ice blocking the secret passage to Smuggler's Cove. Follow the walkway out of Neptune's Bounty.

SAFE

Contents: 4 Antipersonnel Pistol rounds, 3 Electric Buck, Automatic Hack Tool



Enter the freezer on the east side of the room and kill the two Splicers inside. The safe is in the rear of the freezer, hidden amongst the piles of crates. Use an Automatic Hack Tool to open it quickly, as you'll just get another one back in return anyway.

SMUGGLER'S HIDEOUT

Finding the passageway the smugglers were using to get the contraband in and out of Fontaine Fisheries wasn't terribly hard—Jack just needed to think like a crook. That, and use his Incinerate plasmid to melt every chunk of ice he could lay his eyes on. According to Atlas, there should be a submarine not to far ahead with his family inside. If all goes well, Jack and his new buddy Atlas will be sunning themselves topside before long... And this entire horrifying experience will be over with.

OBJECTIVES

1

Find the Submarine Bay.



3

Go to the Submarine.



2

Open the Hatch.



4

Escape the Docking Bay.



FLOODED CAVE

OBJECTIVE: FIND THE SUBMARINE BAY

1

Find the secret passage the leads to the hidden submarine bay, and then locate the submarine that holds Atlas's family. Access to the submarine bay is hidden within Fontaine Fisheries.



Follow the narrow passage away from Fontaine Fisheries into the Flooded Cave. Search the numerous crates scattered throughout the area to see what kind of tasty vittles and spirits might be contained within and continue on past the Gene Bank.



Climb the rocky path to the Storage Cave with Electro Bolt on the ready—there's a Turret behind the crates that will begin firing before you can see it. Collect the items in the far corner near the Audio Diary and continue onward to the Control Room.

CONTROL ROOM

OBJECTIVE: OPEN THE HATCH

2

Atlas is waiting for you to unlock the hatch that will allow him access to the submarine bay from the rear entrance. Operate the controls to let him in.

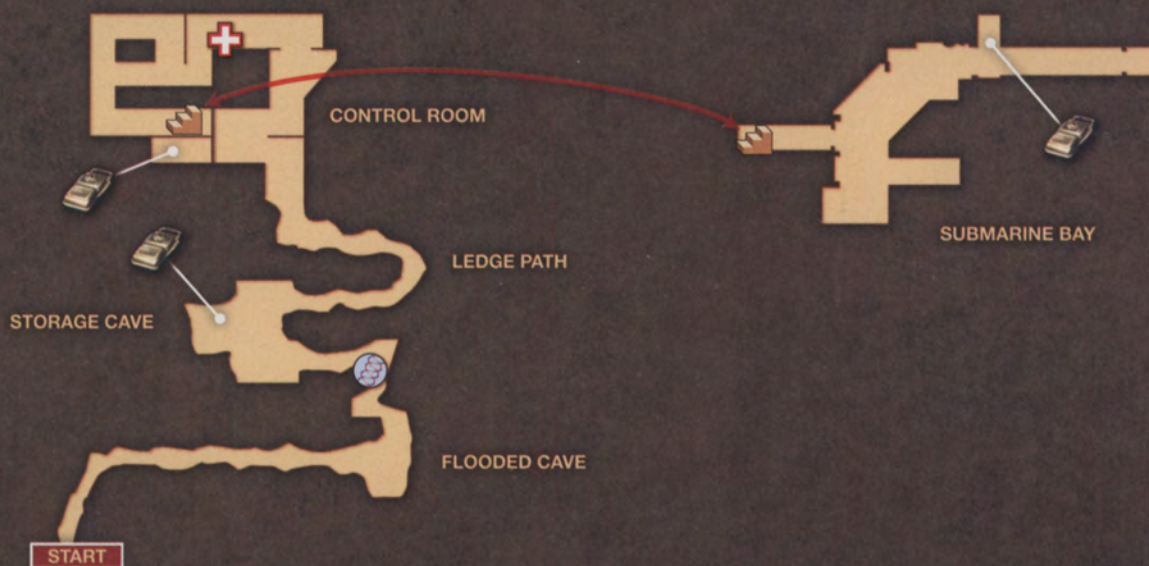


You can see the submarine down below, now it's just a matter of accessing the control panel and opening the hatch for Atlas to reach his family. Pay no attention to Andrew Ryan's threats, as you not only have no choice but to open the hatch for Atlas, but Ryan has already tried to kill you several times anyway. Once more would only be par for the course.

Climb the rubble and use the Wrench to smash the lock on the gate. The control panel you seek is just around the corner on the right-hand side. Flip the lever and approach the window to get your first glimpse of Atlas. Just as he comes into view, Ryan springs his trap and locks you into the Control Room. While Atlas tries to unlock the doors remotely, a number of Spider Splicers drop from the ceiling.



RAPTURE DIRECTORY: YOU ARE HERE

HEALTH
STATIONGATHERER'S
GARDEN

U-INVENT

BOT
SHUTDOWNVENDING
MACHINEGENE
BANKAUDIO
DIARYCOMBAT
TONIC

PLASMID

ENGINEERING
TONICPHYSICAL
TONIC

SAFE

LITTLE
SISTER

OBJECTIVE: GO TO THE SUBMARINE

3

Atlas is under attack! Get down to the submarine and save him!

Atlas succeeded in unlocking the doors, now it's your turn to help him. Draw the Shotgun and ready the Incinerate plasmid, as numerous Splicers are headed straight toward you. Set the oil slick on fire as the Leadhead Splicers approach—this will not only create a wall of fire, but will also ignite the large fuel cylinders too. Hang back until the flames die out then search the corpses for lots of money. Battle your way down the stairs and over towards the Submarine Bay.



MONEY GRAB, RAPTURE STYLE

Bash open the locked gate halfway down the stairs and collect the items and Audio Diary inside this small storage room. Although you might not see it at first, there is a wealth of money lying under the stairs, just outside the bars in this room. Use Telekinesis to pick up each bundle of money one by one. It's not enough to make you rich, but it's a tidy sum nonetheless.

SUBMARINE BAY

OBJECTIVE: ESCAPE THE DOCKING BAY

4

The submarine—and Atlas's family—has been destroyed by Ryan. Find a way out of the bay and head on to Arcadia to regroup.



Atlas's worst fears are realized as Ryan detonates the submarine just as you approach. There's nothing left to do, but flee through the bulkhead door to Arcadia.



ARCADIA

If Jack thought he was going to simply slip into the submarine with Atlas and make a clean getaway, then he obviously underestimated the man he was dealing with. And he won't make that mistake again. It's clear now that Andrew Ryan is aware of everything going on in Rapture. Nobody can so much as sneeze inside the city without Ryan knowing whether or not he covered his mouth. Andrew Ryan may prove to be mortal yet, but in this underwater world of gene-spliced cretins, he is omnipotent. He's all-knowing, all-seeing, and clearly a very smart man who has lost the sense of right and wrong. That is, if his Machiavellian belief system ever allowed morality to permeate his mind in the first place.

There is a small passage leading away from the Smuggler's Hideout to the Rapture vacationland known as Arcadia. It's a lush grove of trees and plants that remarkably grows quite well at the bottom of the ocean thanks to the botanical wizards on Ryan's payroll. There's no more looking for an escape—it's time to head to Rapture Metro and bring the fight straight to Ryan. If you're going to die anyway, you might as well go down swinging!

OBJECTIVES

1

Go to the Metro Station.



5

Meet Langford.



2

Find Julie Langford.



6

Search Langford's Office.



3

Collect a Rose Specimen.



7

Invent the Lazarus Vector.



4

Bring the Rose Specimen to Langford.



8

Go to the Farmer's Market.



NEW DISCOVERIES

Plasmids and Tonics

	Security Evasion	Increases the amount of time it takes for Turrets and Security Cameras to detect you.
	Hacking Expert	Reduces the number of overloads and alarm tiles encountered when hacking.

Weaponry

	Chemical Thrower	Uses various chemicals to shoot nonstop streams of fire, cold, and electricity.
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ENEMIES

Houdini Splicer



Houdini Splicers can vanish and reappear when you least expect them and hurl fireballs with surprising accuracy. They are the toughest of all Splicers.



LITTLE SISTERS



The first Little Sister is in the Arcadia Glens area, just around the corner from the Bot Shutdown panel. Enlist the help of the nearby Splicer with the Enrage plasmid to distract the Rosie.



A Big Daddy will coax a Little Sister out of hiding in Lower Rolling Hills after your first visit with Julie Langford. Use the angry mob of Splicers against the Rosie.

RAPTURE DIRECTORY: YOU ARE HERE



TEA GARDEN

OBJECTIVE: GO TO THE METRO STATION

1

The only way out of the city now is Ryan. You need to take a bathysphere to reach him. The bathysphere Metro Station in Arcadia is accessed through the Rolling Hills.



Fortunately, there was a narrow passage leading out the back of the submarine bay towards the area known as Arcadia. Continue past the smuggler's crates and break the lock to enter the Tea Garden area. This area is as tranquil as its name suggests so enjoy the solitude and have a look around the lush surroundings.



GLUE, RUBBER HOSE, AND SCREWS?

The crates in the passage leading into Arcadia contain what are known collectively as components. These everyday household items can be used to craft various inventions at the U-Invent vending machines you'll encounter throughout Arcadia. By collecting large quantities of an assortment of these components you'll be able to create all sorts of ammunition, Automatic Hack Tools, and even a few special gene tonics that you haven't seen in Rapture before. Keep mental track of which components you've picked up recently and use the search-again ability provided by the Scrounger tonic to try and diversify your collection. Collect as many different items as you can to increase your chances of inventing something unique when the time comes.

GRAVE ROBBERY

Use Incinerate! to light the extinguished torch on the mausoleum on the east side of the Tea Room. This makes the doors to the crypt open automatically. Head inside and plunder the smuggler's crates for valuable items and ammunition. Be sure to check the corpse inside too, as the deceased was entombed with 33 dollars. And we all know you can't take it with you when you die...

Cross the creek running through the garden to the north and listen for the sounds of a man calling for help. There are three doors leading out of the Tea Garden and the man's voice is coming from the right-hand door. Take a moment to collect the Audio Diaries in the area beyond the center door, then return the way you came and go through the right-hand door towards Rapture Metro.

Ready the Research Camera and have a look around the storage area in the back corner before proceeding in the direction of the shadow off to the right. The man calling for help earlier is actually a Houdini Splicer, one of the most dangerous creatures in all of Rapture. Houdini Splicers suddenly disappear in a red burst of smoke when detected and can reemerge out of thin air anywhere. They are masters of surprise and attack with fireballs. Take the Houdini Splicer's photo as soon as possible to gain the first Research Bonus, then switch to Electro Bolt and whichever weapon you have the most Antipersonnel Rounds for, preferably the Machine Gun. Head up the stairs and take him out.



COLLECT THE CHLOROPHYLL

We're not going to tell you why just yet, but be sure to grab all of the Chlorophyll you come across. Collecting 7 bottles of Chlorophyll during your travels through Arcadia will save you some time later on. There's plenty of it scattered throughout the area; just be sure to search all of the Houdini Splicer corpses you encounter. Also, there are secret caves where the Houdini Splicers congregate—these caves also contain Chlorophyll.

Search the two crawlspaces in the room with the Gene Bank and continue through the doors with the Rapture Metro sign above them. Battle your way across the walkway above the Tea Garden—watch out for the Leadhead Splicer on the balcony to the right—and enter the room ahead.

There are two Splicers in this room, but your biggest threat comes from the Turret off to the right. Take the Research Photos you need, quickly run around the corner, and use the large metal wall for cover from the Turret. Take out the Splicers, then hack the Turret and search the crawlspace nearest it.



SHOCKING TRAPS!

Don't enter the employee's storeroom via the crawlspace entrance because there are electrified wires (known as Trapbolts) set up on the other side of the door. Instead, go through the main doors down the hall. Use Telekinesis to move the Trapbolts around so you can explore the room safely.

ARCADIA GLENS

Drop into the water near the entrance and use Telekinesis to move the Trapbolt out of the way that is near the waterfall to the right. This allows you to raid the storage crate in the cave. Climb out of the water and approach the U-Invent machine, but first carefully hop up the stacked pile of crates on the right to the ledge above. Tiptoe along the beams to reach the crawlspace and collect the items inside. You can use Telekinesis to reposition the crates if you knock them over, but doing so is tricky—there's nothing essential to your quest or to earning Achievements in the crawlspace, so don't fret if you have trouble reaching it.



U-INVENT MACHINES

Hack the U-Invent machine to lower the requirements for each invention, then use the components you've collected thus far to craft an Automatic Hack Tool, Armor-Piercing Auto Rounds, Exploding Buck or Antipersonnel Pistol Rounds. There are numerous other U-Invent machines located throughout Arcadia and beyond and many will have more items for you to invent. You may never want to deplete your entire inventory of a specific component unless you absolutely need the item in question. The "U-Invent, We Show You How" chapter in this book contains a listing of all of the components available in the game, the inventions they can make, and even a listing of the pre- and post-hack requirements. Go ahead and select an item now (if you can) to earn the "Basic Inventor" Achievement.

The Arcadia Glens area consists of a lengthy L-shaped boardwalk with several side-areas. There is also a Lower Concourse that consists of a partially-flooded walkway running alongside the main boardwalk. Stay above ground for now and proceed past the Bot Shutdown panel and around the bend towards the north.

A GIFT FROM THE LITTLE ONE

If you have been alternating between harvesting and rescuing the Little Sisters, then this is a good time to let this one live. Rescuing three Little Sisters results in your first reward from Tenenbaum. It consists of 200 Adam, the **Hypnotize Big Daddy** plasmid, and 12 Armor-Piercing Pistol Rounds. Collect the gift by heading around the corner to the Gatherer's Garden machine and search the teddy bear the Little Sister has left for you.

The Gatherer's Garden machine located here has a full compliment of extra tonic slots, as well as some pretty potent plasmids. Spend your newly-acquired Adam on the **Electro-Bolt 2** plasmid and possibly some additional tonic slots.

Destroy the Security Camera off to the left of the Gene Bank machine and continue north towards the entrance to Rolling Hills—Atlas will radio you when you get close. Don't head through the door just yet. Instead, search the storage room to the left. There are several vending machines located there, as well as a safe. Continue on through this room to the main storage room where another U-Invent machine is located. Just be sure to have the Research Camera ready to photograph the Houdini Splicer inside the doorway.



LITTLE SISTER ENCOUNTER

BIG DADDY: ROSIE

The Little Sister and Big Daddy aren't alone in this area which is a good thing. Take the Research Photos you need of them, then hit the Big Daddy with the Enrage plasmid to make it attack the Leadhead Splicer wandering past. Hit the Leadhead Splicer with Enrage as well, just for good measure. Now, while the two of them are attacking one another, you can stand back and hit the Rosie with your Frag Grenades.

You aren't likely to kill the Rosie before it finishes off the Splicer, so be prepared to switch to a more conventional approach. Use Electro Bolt to stun it then unload on it with Exploding Buck from the Shotgun. It shouldn't take much to finish it off.



SAFE

Contents:

20 Antipersonnel Auto Rounds, 6 Electric Buck,
77 Dollars



Go down the hall towards the storage room to the west of the Rolling Hills entrance. Once inside the first part of the room, near the viewing platforms, turn to the right and go through the crawlspace door to find this hidden safe. Use an Automatic Hack Tool if you have a few of them, as this safe can be a tough nut to crack.



ROLLING HILLS

Quickly shock and hack the RPG Turret inside the entrance to Rolling Hills and use Telekinesis to gather up the items scattered around the area atop the waterfall. Descend the stairs to Lower Rolling Hills—the entrance to Rapture Metro is just up ahead. If only it was going to be that easy...

OBJECTIVE: FIND
JULIE LANGFORD

2

Ryan has killed off all of the plants in Arcadia in an attempt to suffocate you. This has also sealed all the exits out of Arcadia. Atlas believes that the only person who might be able to stop him is a botanist named Julie Langford. Find Langford in her labs just beyond Rolling Hills.



Make your way past the Security Camera to the west and go through the first door towards Julie Langford's Research Laboratories. She's not about to buzz you in just yet; first you're going to have to help her revive the trees by finding a rose for her. It's time to search Waterfall Grotto.

OBJECTIVE: COLLECT A
ROSE SPECIMEN

3

Master botanist Julie Langford has a way to restore the trees and has asked you to find a specimen of *Rosa Gallica*. Go to the Waterfall Grotto and collect a specimen for her.

LITTLE SISTER
ENCOUNTER

BIG DADDY: ROSIE

You'll soon encounter a mob of angry Thuggish Splicers who think you have something to do with the sudden death of the trees. There's also a Big Daddy and Little Sister in the area too! Hit the pipe-wielding maniacs with the Enrage plasmid to sic them onto the Rosie guarding the Little Sister. They're not going to last long against Rosie's Rivet Gun, but they'll distract it long enough for you to get in some shots with the Shotgun or Grenade Launcher.

Strafe around the central area, using the dying trees for cover and focus on avoiding Rosie's Proximity Mines. Electro Bolt 2 comes in handy here, since it shocks Rosie long enough to get several Shotgun blasts in with the Exploding Buck selected. Finish it off with Armor-Piercing ammunition.



THE DYING FOLIAGE

Much of the trees and vines are dying throughout Arcadia thanks to the toxic gas that Ryan had released. Although quite horrible, this attempt to suffocate you does have the small benefit of opening up several previously inaccessible areas. Small openings and doorways that were overgrown with vegetation can now be utilized to explore side areas where the Houdini Splicers hold their ritualistic meetings. They call themselves the "Saturnine". There are plenty of good items to be had by searching these areas! Just remember to keep the Research Camera ready and to grab any Chlorophyll you see.

Head back through Rolling Hills to the Arcadia Glens area and follow the signs towards Waterfall Grottos. Approach the first door on the right and quickly take a photo of the four Thuggish Splicers in the room hacking away at the Houdini Splicer corpse. Kill off the Splicers and grab the **Security Evasion** tonic from the ground—it should come in handy really soon, so go ahead and equip it. There's a U-Invent machine off to the left with a corpse nearby that has a wealth of valuable invention components. Craft some more items, then head down the stairs to the right.



WATERFALL GROTTO

The walkway leading around the upper edge of Waterfall Grottos is lined with Trapbolts, the electrifying tripwires designed to keep people like you from searching the area. Use Telekinesis to reposition the Trapbolts out of harm's way and slowly make your way around the room in a clockwise direction. Use Electro Bolt 2 to shock the Turret and Security Camera up ahead and proceed to the staircase across the room.



Grab hold of the wooden pallet near the stairs with Telekinesis to use as a shield as you make your way towards the Turret on the ground level. Hack the Turret and give the entire downstairs area a thorough combing, as there are several useful items and an Audio Diary located here.

When ready to grab the rose, head to the center of the grotto and pick one of the large red roses near the waterwheel. Several Splicers enter the room via the upstairs walkway the second you pick the rose, so just hang back and let the Turret take care of them. Search the bodies on the way out and return the way you came to the entrance to the Research Laboratories.



OBJECTIVE: BRING THE ROSE SPECIMEN TO LANGFORD

4

You've obtained the rose specimen for Langford. Bring it back to her labs near the Rolling Hills.



RESEARCH LABORATORIES

Proceed through the first set of doors to the entrance to the Research Laboratories. Langford appears on the monitors overhead and instructs you to place the rose in the pneumo on the left. She's pleased with the quality of the sample you selected and invites you inside to meet her.

OBJECTIVE: MEET LANGFORD

5

Julie Langford has a plan to fix the damage that's been done to Arcadia, and she needs your help. Go meet her in her office in the rear of the lab complex.



Take the Chlorophyll from atop the file cabinet and collect the **Hacking Expert** tonic sitting on the desk inside the lab. Langford has the security system inside the labs hacked and you have 300 seconds to make your way upstairs to her office. Take a moment to explore the area fully and gather up the items scattered throughout, including the Audio Diary on the desk. When satisfied with your search of the area, head east through the door with the large sign over it.



LANGFORD'S OFFICE

You arrive at Langford's Office just in time to witness her death—Ryan gassed her just as he did the trees. He should have used a faster-acting agent however, as Langford was able to scrawl the number "9457" on the foggy window just before collapsing. This is your clue.



OBJECTIVE: SEARCH LANGFORD'S OFFICE

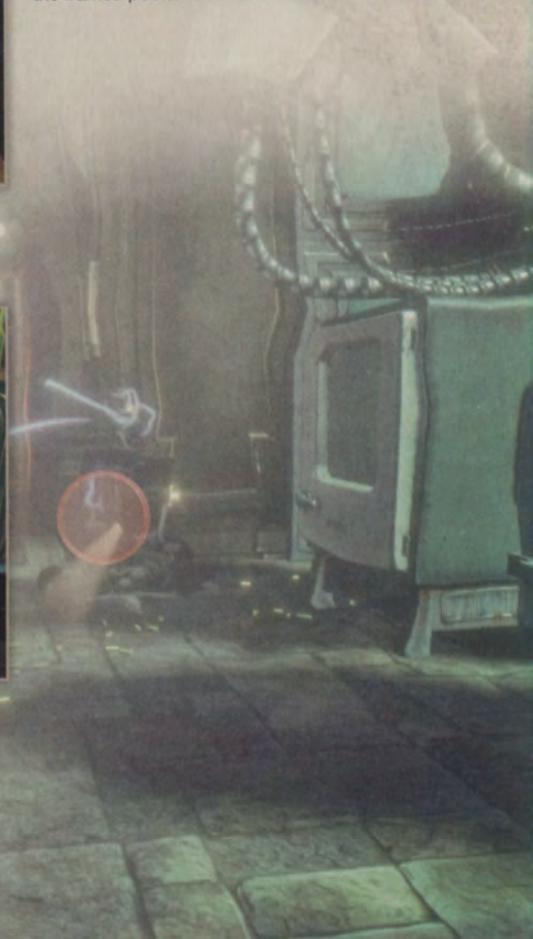
6

Ryan has ruthlessly killed Langford, but she's left a cryptic clue. Search Langford's office for research notes that will make clear how you can revive the plants.



Langford's office is a veritable treasure trove of nifty items, with the biggest prize being the **Chemical Thrower** sitting atop her desk. Now you have a use for all of that Napalm, Liquid Nitrogen, and Electric Gel you've been coming across throughout Arcadia. Not only can you control the dose and direction, but this allows you to effectively cast various plasmids even when you are out of EVE.

Search Langford's corpse for a hidden Audio Diary and make your way across the room to the botanical illustration hanging on the wall. Pull back the framed poster to reveal a hidden wall safe.



SAFE

Contents: Lazarus Vector Formula Audio Diary, Market Key, 39 Dollars

Use the passcode Langford wrote on the window to open the safe hidden behind the poster on the wall. This safe contains the formula for the Lazarus Vector as well as the key to the Farmer's Market area.



OBJECTIVE: INVENT THE LAZARUS VECTOR

7

Langford discovered a way to use genetic engineering to revive dead plants. Her so-called "Lazarus Vector" should be able to reverse the effects of Ryan's herbicide. To create the Lazarus Vector, you will need 7 units of Distilled Water, Chlorophyll Solution, and Enzyme Samples. Once acquired, bring all the ingredients to a U-Invent machine and make the Lazarus Vector!



MULTI-PART OBJECTIVE

The overlying objective is to invent the Lazarus Vector, but in order to do so you must first collect 7 units of three different ingredients. Chances are, you've already found the 7 units of Chlorophyll Solution needed and will not see it listed in the Goals list. The Distilled Water and Enzyme Samples, on the other hand, aren't found in Arcadia and require a trip to the Farmer's Market.

Equip the Chemical Thrower and select the Napalm ammunition—it's time to light it up! Head back through the glass corridor to the main Research Laboratories and ignite the Splicers milling about inside the lab before they get a chance to attack. Switch to the Electric Gel and hack the Security Camera and Turret in this area before searching the corpses, as a Houdini Splicer will be making an appearance any second. Use the Liquid Nitrogen ammunition to freeze the Houdini Splicer in its tracks, then shatter it with a blast from the Shotgun. Make your way back through the lab, across Rolling Hills, and to the Tree Farm area.



BAY DOOR BLOCKAGE

You may have noticed that there are two large garage-style doors in the Research Laboratories that are currently sealed shut. One is at the southern end of the lab and the other is to the north. There is no way to open these doors at the current time, so conserve your Electro Bolt and Frag Grenades and don't bother trying to blow them open—they're not going to budge.

OBJECTIVE: GO TO THE FARMER'S MARKET

8

The Farmer's Market has components you'll need to create the Lazarus Vector. Langford's safe had a key to the front gates, so you should be able to go there now. The entrance to the Market is beyond the Tree Farm.



TREE FARM

Enter the Tree Farm and area and immediately set to the task of destroying the Leadhead Splicer and Security Bot approaching from the right. With them dead, you're free to scour the area for items. Look all around for storage crates and the Audio Diary and proceed across the room to the south.

CAT-LIKE BALANCE IN THE TREE FARM

There are a number of items atop the wooden beams on the west-side of the area. Some of these can be obtained with Telekinesis, but there is a storage crate high above the ground that is worth going up for. Hop onto the stepped beams jutting out into the center of the room and carefully walk and hop along the tops of the beams to reach the items.

Access the Power to the People machine on the left-hand side, atop the steps, and select one of the available upgrades. You'll notice by now that there are two upgrades per weapon; consider grabbing the Pistol Damage Increase upgrade because it helps make the Pistol more useful with the tougher enemies and also helps you earn another Achievement (if you selected the other Pistol upgrade at the previous Power to the People machine).



Fight your way past the Houdini Splicer and down the stairs towards the entrance to the Farmer's Market. Collect the Audio Diary on the ground and proceed through the bulkhead door. It's time to do a little shopping, country style!

SAFE

Contents: 96 Dollars, 2 First Aid Kits, 20 Antipersonnel Auto Rounds

This particular safe is located in the left-hand booth near the entrance to the Farmer's Market. Don't run through the gates in the Tree Farm before checking each little booth for items, especially the contents of this easy-to-hack safe.



FARMER'S MARKET

When the good people of Rapture began to long for a day in the country, they didn't have to go far. Arcadia and the nearby Farmer's Market were terrific replacements for the rural easygoing places they visited up top, but with an unprecedented convenience. And what better way to cap a day spent strolling the groves of Arcadia than to browse the aisles of the nearby Farmer's Market?

Jack may not be necessarily looking to sample a vintage merlot or buy a salami, but the Farmer's Market definitely has the items on his grocery list. The apiary and winery contain more than enough Enzyme Samples and Distilled Water to make the Lazarus Vector.

OBJECTIVES

1

Obtain 7 Enzyme Samples.



4

Return to Arcadia.



2

Obtain 7 Distilled Water.



3

Create the Lazarus Vector.



NEW DISCOVERIES

Plasmids and Tonics



Eve Link 2

Gain an increased amount of EVE every time you use a First Aid Kit.



Photographer's Eye

Increases research scores from taking pictures.



LITTLE SISTERS

This pairing can be found strolling about the Market area. It's best to engage the Rosie near the meat counters where you can use the elaborate security system to your advantage.



MARKET

OBJECTIVE: OBTAIN 7 ENZYME SAMPLES

1

The formula for the Lazarus Vector specifies 7 samples of a special enzyme. Explore Arcadia and the Farmer's Market to obtain enough of this to create the Vector.



Search the corpse near the Pneumo Tube to find the first of the seven Enzyme Samples. This specific component of the Lazarus Vector can be found on a few corpses in the Market, but you will find the majority of them in the beehives located at the apiary. Don't head straight to the apiary without first searching the Market.

GO RIGHT!

Don't let the presence of items and Splicers off to the left lead you in that direction just yet. You'll get there eventually. First, head down the stairs to the right so you can loop around and put the security system to use in a fight with a Big Daddy.

Enter the Market and immediately stun and hack the RPG Turret on the crates around the corner to the right—doing so allows you to collect the items in this area without having to keep looking over your shoulder. Descend the stairs on the right and collect the **Eve Link 2** physical tonic on the ground near the vending machines.



PREPPING FOR THE BIG FIGHT

There's a Big Daddy not too far from here. Use the Gene Bank on the right to equip the Security Bullseye plasmid if you haven't already. It goes a long way in the upcoming battle.

RAPTURE DIRECTORY: YOU ARE HERE



HEALTH
STATION



U-INVENT
BOT
SHUTDOWN



VENDING
MACHINE
GENE
BANK



AUDIO
DIARY
COMBAT
TONIC



PLASMID
ENGINEERING
TONIC



PHYSICAL
TONIC
SAFE



LITTLE
SISTER
DIRECTOR'S
COMMENTARY

Continue around the bend towards the grassy area where three Splicers attack. Drop them with the Machine Gun and search the area for items, including those in the storage crate under the stairs. Go behind the counter and enter the left-hand room. Here you can find a pair of Audio Diaries, as well as some useful items on the corpse of the Big Daddy. There is another storage room adjacent this one. Beware the Thuggish Splicer inside it, but be sure to head inside and collect the unit of Distilled Water near the U-Invent machine.



DISTILLED WATER LOCATIONS

There is more Distilled Water than you can ever possibly need in the winery, which you'll reach after collecting the Enzyme Samples from the apiary.

Exit the storage rooms and use an Automatic Hack Tool to pick the combination lock on the gated pump room to the left. You'll find plenty of Napalm and Electric Gel in the pump room, among many other items. The loot you'll take from this small side-room is certainly worth using up one of the precious Automatic Hack Tool to get to.



Climb the stairs and go through the door on the right. Immediately crouch down and take cover behind the counter to avoid detection by the Security Camera in the distance. Stealthily move to the crawlspace door across from where you entered and duck inside the storeroom. Hop up the pile of crates, bust through the ventilation grate, and continue on to the meat locker up ahead. You'll exit through another crawlspace door, directly under the Security Camera.



WELCOME TO THE GREEN ZONE

Open the crawlspace door in the meat locker and inch your way out (ever so slowly) until you are close enough to the Security Camera overhead to hack it. The green light is your clue that the coast is clear and you can explore the area without setting off any alarms.

SAFE

Contents: 16 Armor-Piercing Pistol Rounds, 70 Dollars, Empty Hypo

The safe is on the ground behind the counter nearest the Security Camera. Don't try to access it until after you've hacked the Security Camera overhead. Use the crawlspace linking the storeroom and freezer to access it safely.





LITTLE SISTER ENCOUNTER

BIG DADDY: ROSIE

Make a left at the large neon sign for the winery and head through the door marked "Employees Only". Quickly hack the Turret in the corner of the room near the door and approach the meat counter. Wait for the Big Daddy and Little Sister to come into view and hit the Rosie with the Security Bullseye plasmid. The Security Camera immediately calls for Security Bots and the RPG Turret you hacked near the stairs begins firing. Within seconds, the Rosie is surrounded and you won't have to fire a single shot!

Remain crouched out of view from the robotic hell you've unleashed to avoid being hit by stray gunfire. Listen to the sounds of the battle to see how it progressing. Wait for the tell-tale sobbing of the Little Sister before emerging from your hiding place. But remember, the Security Camera hasn't been hacked, so you better destroy it if it's still ticking.



Enter the main apiary area where the bees are kept and inspect the Smoker Controls. The bees are currently buzzing about the area beyond the windows, but you can force them back into their hives with the smoker device. The reason for doing this is simple: the Enzyme Sample you seek is derived from bees! Use the smoker to send the bees back to their hives and quickly search as many of the beehives to collect the 7 Enzyme Samples. The smoke dissipates in less than thirty seconds, so move fast. Listen for the alarm to signal the re-emergence of the bees and escape back to the viewing area. Pull the lever on the Smoker Control again and continue searching for the Enzyme Samples.



SPLICERS LIKE THE SMOKE

Using the smoker device rids you of your bee problem, but numerous Splicers attack in their stead. Keep the Electro Bolt 2 plasmid on the ready so you can quickly shock the intruders and continue searching for the Enzyme Samples. More and more Leadhead and Thuggish Splicers appear as you continue to collect the Enzyme Samples. Don't be afraid to unload your Shotgun on them and, if necessary, stock up on First Aid Kits and EVE Hypos at the Circus of Values in the side-room to the right.

Although the numerous corpses of the Splicers make for a good source of extra money and invention components, there is no reason to stay in the Apiary once you've found the seventh Enzyme Sample. Take what you came for and retreat to the glass corridor outside. It's time to head to the winery.

WORLEY WINERY

OBJECTIVE: OBTAIN 7 DISTILLED WATER

2

The formula for the Lazarus Vector specifies 7 units of Distilled Water. Explore Arcadia and the Farmer's Market to obtain enough to create the Vector. A diary recording suggests that some can be found in Worley Winery in the Farmer's Market.



SAFE

Contents: 100 Liquid Nitrogen, 4 Frag Grenades, 20 Antipersonnel Auto Rounds



This particular safe is behind the meat counters, near the Turret you hacked when entering the area from the main Market area. It's a max-difficulty safe, so be sure to get your hands on an Automatic Hack Tool from a U-Invent station if you don't have one.



SILVERWING APIARY

Open the bulkhead door to the Silverwing Apiary and shoot the Splicer being attacked by the bees. Quickly retreat the way you came to avoid the bees as they refocus their attention on you. Wait for the bees to return to their hive then reenter the Apiary and pay a visit to the Gatherer's Garden on the left. Purchase the Insect Swarm plasmid and additional Plasmid or Tonic Slots.



Enter the winery section of the Farmer's Market and head around the left-hand side and quickly hack the Security Camera on opposite side. Turn your attention to the Turret beside the Security Camera then hack the safe in peace.

SAFE

Contents: 2 Distilled Water, 5 Alcohol, 140 Dollars

Go ahead and conserve any Automatic Hack Tools you may have as this safe isn't terribly difficult to hack. But that doesn't mean the contents aren't worth getting. This is one of the more lucrative hacks you'll perform, especially given the current objective!



Pick up the Distilled Water off the floor in the center of the room and search the sampling area for items and money. Equip the Telekinesis plasmid and start down the stairs to the cellar. Use the Telekinesis ability to pluck the bottle of Distilled Water off the beam in the stairwell and continue down the stairs.



The wine cellar consists of two floors. Make your way around the upper floor first and collect the several units of Distilled Water that can be found here. Head downstairs and complete a thorough search of the area, but beware for the Leadhead Splicers that lurk here—they can be nasty! There are plenty of bottles of Distilled Water to make the Lazarus Vector, but continue searching the area. Locate the small bunk room of the winemaker to find the **Photographer's Eye** tonic.



SECURITY TRAP BUNK ROOM

The winemaker's bunk room has three faint Trapbolts strung across the entrance. Be sure to use Telekinesis to move them out of the way before entering the room to grab the items and tonic. If you have trouble doing this, or simply don't have Telekinesis equipped, you can also enter this room by dropping into it from the stairwell.

Pay a visit to the Power to the People machine on the bottom floor of the wine cellar. It's in the small water-filled alcove at the base of the stairs. This is a good time to get the Shotgun Rate of Fire upgrade. Select your upgrade, then head upstairs to the U-Invent machine.

OBJECTIVE: CREATE THE LAZARUS VECTOR

3

You've acquired all the necessary ingredients! Now go to a U-Invent machine and make the Lazarus Vector.



Julie Langford's diary was clear about the requirements for the Lazarus Vector, but it is possible to hack the U-Invent machine and construct the chemical with just 6 units of each ingredient. Nevertheless, you will probably have at least 8 of each ingredient if your search was a thorough one, so go ahead and select the Lazarus Vector from the list of inventible items. You probably have enough components to stock up on Automatic Hack Tools and Exploding Buck too.

OBJECTIVE: RETURN TO ARCADIA

4

You've created the Lazarus Vector. To circulate it you'll first need to return to Arcadia, then continue on to Langford's Labs.



Take the Lazarus Vector and head back upstairs to the Worley Winery's sampling bar. The Security Camera you hacked earlier has likely detected several Splicers milling about while you were away. Allow the Security Bots to remove the Splicers while you stand back and take their photograph. Depending on how many photos of Security Bots you had taken thus far, you might be primed to earn the **Security Expert 2** tonic for reaching research level 2 with the Security Bots. Collect the loot from the corpses and head back to Arcadia.

RESTORING ARCADIA

With the Lazarus Vector in hand, Jack heads back to Arcadia to mix it with the area's irrigation system. With any luck, he'll be able to revive the trees and save the oxygen supply for the city. That is, if Ryan doesn't find yet another way to interfere with his plans...

OBJECTIVES

1

Circulate the Lazarus Vector.



2

Seal the Door to Langford Labs.



3

Deploy the Lazarus Vector.



4

Hold off Ryan's Forces.



5

Go to the Metro Station.



LANGFORD'S OFFICE

OBJECTIVE: CIRCULATE THE LAZARUS VECTOR

1

You've successfully created the Lazarus Vector. Now you need to put the vector into the Misting Station in Langford's office, which circulates the vector throughout Arcadia's irrigation system.



Make your way through Arcadia from the Tree Farm to Rolling Hills and into the Research Laboratories. Pay a visit to the Circus of Values machine on your way and stock up as many First Aid Kits as you can afford—you're going to need them!

PREPARE NOW

Use the Gene Bank in the Research Laboratories to make sure you have either the Hypnotize Big Daddy plasmid or Enrage plasmid equipped. Things are going to get crazy before long and being able to enlist the help of a Big Daddy goes a long way towards helping you come out in one piece. Having the Natural Camouflage tonic will certainly help as well!

Kill the Leadhead Splicer in Julie's lab and search the corpse for money. Approach the Central Misting Station and install the Lazarus Vector via the mechanism on the left. The vector has to mix for a while, so don't expect to the trees to start sprouting new growth just yet!



OBJECTIVE: SEAL THE DOOR TO LANGFORD LABS

2

Ryan has sent in his thugs to stop you from circulating the Lazarus Vector. Seal the door to the labs section to buy yourself some time against them.



Hypnotize Big Daddy

RESEARCH LABORATORIES

Equip the Hypnotize Big Daddy plasmid (or Enrage) and head down the stairs to the main Research Laboratories. A pair of Splicers is in the process of cutting their way through the sealed bay doors you couldn't open earlier.

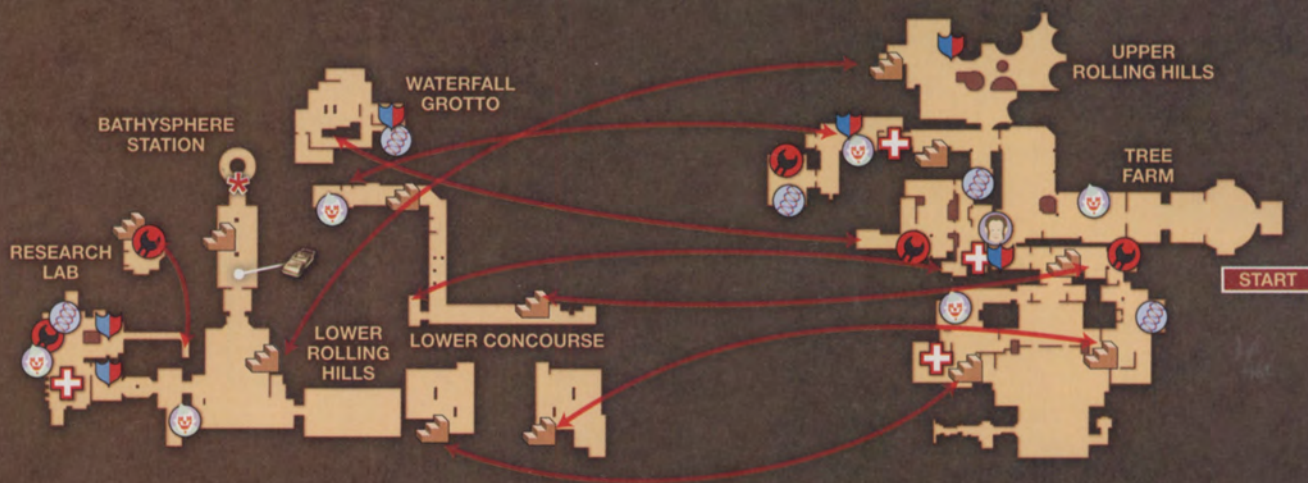


Fortunately for you, there's a heartsick Big Daddy milling about looking for his lost Little Sister. Use your plasmid of choice on the Big Daddy to have it take out the Splicers while you continue to the reception area and seal the doors. Pull the lever on the control panel to the right of the desk at the entrance; this will seal the lab for now.

GIFTS FROM ATLAS

Atlas has sent an Automatic Hack Tool, some money, and a half-dozen Proximity Mines through the Pneumo Tube for you. The money should come in handy if you need to buy extra First Aid Kits or ammunition.

RAPTURE DIRECTORY: YOU ARE HERE



HEALTH STATION
GATHERER'S GARDEN



U-INVENT
BOT SHUTDOWN



VENDING MACHINE
GENE BANK



AUDIO DIARY
COMBAT TONIC



PLASMID
ENGINEERING TONIC



PHYSICAL TONIC
SAFE



LITTLE SISTER

OBJECTIVE: DEPLOY THE LAZARUS VECTOR

3

The Lazarus Vector is being circulated throughout Arcadia's irrigation system. Once the light on the Irrigation Control Panel turns green you can deploy the Lazarus Vector to restore the plants and Arcadia's air supply.



Growing a forest at the bottom of the ocean requires a pretty sophisticated irrigation system and it's going to take a while for the Lazarus Vector to sufficiently circulate through the system. The next several minutes will be the longest in Jack's short life, but you have to hold off the numerous Leadhead and Thuggish Splicers who flood the Research Laboratories in attempt to stop you.

OBJECTIVE: HOLD OFF RYAN'S FORCES

4

Hold off Ryan's forces until the misting control is ready.



The circulation process is a three-stage affair and as the Lazarus Vector makes it way through the irrigation system, more and more Splicers enter the Research Laboratories to attack. The waves of Splicers coincide with the mixing process and you can be sure that each time the in-game Goal Update occurs, another more threatening batch of Splicers is en route.



Continue to use the Hypnotize Big Daddy and Enrage plasmids to have your assailants fight one another instead of you. Use the Grenade Launcher to lay down Proximity Mines near the door to the lab and make your way over to the flooded section of the lab with the Circus of Values machine. Switch to the Shotgun and wait for the Splicers to appear. This is a great spot to mount your defense, since you can see the enemies coming and shock them in the water with Electro Bolt 2. This also allows you to quickly search the bodies for money and purchase additional items as needed.



You also may want to back into either of the small alcoves that opened where the garage-style doors were so that you force the Splicers to funnel towards the Big Daddy you have protecting you.



REAPPLY AS NEEDED

As great as the Hypnotize Big Daddy plasmid is, you have to reapply it every so often or the Big Daddy may turn on you. Don't let the effects wear off, or the Big Daddy will get it in its head that you are the enemy. Should this happen, switch to the Enrage plasmid because it is unlikely that the Big Daddy will stop mid-attack and protect you.

Atlas lets you know when the Lazarus Vector has finished circulating and is ready for deployment. When ready, head back up to Langford's Office and use the right-hand lever on the Misting Control System to deploy the Lazarus Vector. Doing so restores the forests of Arcadia so they can continue to breathe life, literally, into Rapture.

OBJECTIVE: GO TO THE METRO STATION

5

The only way out of the city now is Ryan. You need to take a bathysphere to reach him. The bathysphere Metro Station in Arcadia is accessed through the Rolling Hills.



Exit the Research Laboratories and make your way through back out to Rolling Hills. The door to the left leads to the Rapture Metro station in Arcadia. Pick up the Audio Diary on the park bench as you approach the bathysphere. Once on board, use the lever and select Fort Frolic as your next destination.

FORT FROLIC

Every society—even one dozens of leagues under the Atlantic Ocean—needs a place to unwind. A place for adults to go to have a drink, do some shopping, and maybe even try their luck in a casino. In Rapture, that place is Fort Frolic. Although the guests have stopped coming in recent years, the show must go on! Fort Frolic's resident artists and thespians are going to see to it! And for Jack's sake, let's hope those who come to Fort Frolic, aren't forced to stay in Fort Frolic.

OBJECTIVES

1

Go to Hephaestus.



2

Find Sander Cohen.



3

Finish Cohen's Masterpiece.



4

Kill Martin Finnegan.



5

Kill Silas Cobb.



6

Kill Hector Rodriguez.



7

Leave Fort Frolic.



NEW DISCOVERIES

Plasmids and Tonics

	Alarm Expert	Reduces the number of alarm tiles when hacking.
	Frozen Field	You are less susceptible to the cold and can freeze enemies with the Wrench.
	Extra Nutrition 2	Gain extra health from snacks and bandages.
	Medical Expert 2	Increases the amount of health gained from First Aid Kits.
	Electric Flesh	Reduces the amount of damage taken from electrical attacks and increases the amount you inflict.

Weaponry

	Crossbow	Fires highly-accurate crossbow bolts that inflict major piercing damage. An excellent weapon for long-range sniping.
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ENEMIES

Elite Bouncer

Elite Bouncers are extremely strong and fast and use their massive drill to inflict devastating melee damage.



LITTLE SISTERS



The first Little Sister and her Elite Bouncer companion are in the Atrium when you get back from killing Martin Finnegan.



Place the third photo onto the Quadtych and head upstairs to the Upper Atrium. The Little Sister and Elite Bouncer can be found walking around outside the Fleet Hall Theatre.



The third Little Sister emerges from hiding after Hector Rodriguez has been killed. Look for them near the entrance to the Frozen Tunnel, in the Atrium.

RAPTURE DIRECTORY: YOU ARE HERE



HEALTH
STATION



GATHERER'S
GARDEN



U-INVENT



BOT
SHUTDOWN



VENDING
MACHINE



GENE
BANK



AUDIO
DIARY



COMBAT
TONIC



PLASMID



ENGINEERING
TONIC



PHYSICAL
TONIC



SAFE



LITTLE
SISTER



DIRECTOR'S
COMMENTARY

BATHYSphere STATION

OBJECTIVE: GO TO HEPHAESTUS

1

Ryan is in Hephaestus. Use the bathysphere in Fort Frolic to reach him.



The Bathysphere Station in Fort Frolic consists of a short corridor that connects two separate metro stations. Here you will find all sorts of vending machines, slot machines, and even a fortune teller and a jukebox. You may not be too tempted to give the one-arm bandits a try at ten bucks a pull, but you have a good chance of winning as much as \$250, not to mention the "Lucky Winner" Achievement. Use the Gene Bank to install Telekinesis if you haven't already done so, and use it to grab the Automatic Hack Tool from the alcove high on the wall to the south.



U-INVENT MORE

The U-Invent machines in Fort Frolic are capable of taking the components you've found and crafting a wealth of new and exciting items from them. Although you may be tempted to diversify your collection, be sure to maintain a full supply of Automatic Hack Tools and Exploding Buck—these items will come in handy before long!

VANDALS ARE PARASITES

You see those First Aid Kits and EVE Hypo in the storefront? You *could* do a quick smash and grab, but beware that the glass has a security system installed and you'll have to fend off several Security Bots if you so much as nick the window. It's up to you to decide if it's worth it. Consider yourself warned.

Continue east through the large bulkhead doors to the other bathysphere and cross the lobby towards the water. As you may facetiously expect, the bathysphere submerges on its own just as you get close—it's Sander Cohen. Sander is the artist living in Fort Frolic and he has the keys to this place. If you want to get in or out, you're going to have Sander's blessing.

OBJECTIVE: FIND SANDER COHEN

2

An artist named Sander Cohen has trapped you in Fort Frolic by cutting off access to the Bathysphere that travels to Hephaestus. Find him and convince him to let you go.



You'll soon notice that while you were trying to board the bathysphere to Hephaestus, Sander Cohen had his Splicers string up an intricate array of Trapbolts through the main corridor. And that's not all that's different; the silent vacant hallway is now teeming with Spider Splicers! Grab the Machine Gun, switch to Antipersonnel Auto Rounds, and prepare for battle. The Static Discharge 2 tonic, the occasional burst of Incinerate, the Machine Gun fire should be all you need to beat back the cartwheeling horde.



GO TO FLEET HALL

Sander Cohen is preparing to entertain you in the Fleet Hall Theatre. Go there and investigate.

FLEET HALL THEATRE

Head south to the Atrium and climb the stairs in the center of the octagonal area to the Fleet Hall Theatre. Go through the glass door under the marquee and make your way to the concession area around the corner. Hack the Security Camera watching over the registers and head up the stairs on the right to the storage room where you can find an Audio Diary and EVE Hypo—as well as a very angry Sander Cohen who doesn't want to be disturbed while he's preparing. Sander is inside the Projection Booth, locked behind a metal gate and he won't come out until he's ready.



Head back downstairs and cross the lobby to the elevator. Call for the elevator and ride it up to the second level of the theatre. Gates block the hallways leading to the balcony booths, so descend the steps towards the stage where the pianist, Kyle Fitzpatrick, is playing a bomb-laden piano in hopes of appeasing Sander Cohen. The bombs explode and Fitzpatrick dies in the fiery blast.



PHOTOGRAPH THE DEAD PIANIST

Cohen wants you to photograph the corpse of Fitzpatrick, the dead pianist.

Cross the fallen light support onto the stage and photograph the corpse of Kyle Fitzpatrick. Cohen wants you to now take this photo to the Atrium and place it on his masterpiece. Before you exit the theatre, be sure to search the balcony seating areas for items, especially those on the left side of the stage (the gates are now open). The final door leading to the corner balcony section is locked, but you can run and leap from the railing in the adjacent booth to reach the **Alarm Expert** tonic that's located there. Take the elevator back to the lower level of the theatre and return to the Atrium.



ATRIUM

Cohen's Masterpiece is at the foot of the stairs, in the center of the Atrium. He calls it the Quadtych, as it consists of various statues holding four empty photo frames—one for each of his former disciples who he believes betrayed him. Kyle Fitzpatrick was the first of these betrayers. Approach Cohen's

Masterpiece and place the photo you took of the piano player's corpse into the lower left frame. The **Crossbow** weapon rises from the stage floor as a token of Cohen's gratitude.



OBJECTIVE: FINISH COHEN'S MASTERPIECE

3

Cohen has enlisted you to finish the so-called masterpiece that he has been working on. He wants you to immortalize his three former disciples in his masterpiece by using your camera.



Head back up the stairs towards Fleet Hall Theatre and loop around the Upper Atrium to the Cohen's Collection area on the south side of the building. Cohen opens the bulkhead doors to Poseidon Plaza, but let it wait for now—there are three safes in the Cohen's Collection gallery with your name on them!

COHEN'S COLLECTION

Hack the Turret on the upstairs walkway and turn to face the wall. Although they were presumably once covered by semi-priceless works of art, the three wall safes are now fully exposed and waiting to be hacked.

SAFE

Contents: 30 Machine Gun Rounds, 6 Film, EVE Hypo

The left-hand safe has moderate hacking difficulty and doesn't necessarily require an Automatic Hack Tool depending on the number and type of Engineering Tonics you have equipped. Beware that a Houdini Splicer appears in the room as soon as you begin hacking this safe.



SAFE

Contents: 6 Armor-Piercing Pistol Rounds, 47 Dollars, First Aid Kit

The center safe is far tougher to hack, and it all but requires an Automatic Hack Tool to open. The contents of the safe aren't extravagant, but the money is certainly worth the effort.

SAFE

Contents: Safe: 2 Dollars, 2 Pistol Rounds, 00 Buck

The safe closest to the Turret is not only the most difficult to hack, but it also has the least valuable contents. If you still have several Automatic Hack Tools handy, go ahead and use one for the sake of being complete, but there is certainly no reason to crack this safe otherwise.

Say goodbye to Cohen's Collection and make your way back to the east side of the Upper Atrium to where the large neon sign advertising Poseidon Plaza is. Go through the door to enter the Frozen Tunnel—get your Incinerate plasmid ready!

FROZEN TUNNEL

OBJECTIVE: KILL MARTIN FINNEGAN

4

Cohen wants you to find and kill Martin Finnegan for his masterpiece. Finnegan has been locked in a frozen section of Poseidon Plaza.



Enter the Frozen Tunnel and turn to the left. Make sure the Machine Gun is loaded with Antipersonnel Auto Rounds and have Incinerate in hand. Use the fiery plasmid to melt the ice on the wall and floor to the left to find a Health Station and several items. Finnegan is standing across the room from you, but you won't get far before the extreme cold freezes you solid. Don't worry though, you'll soon thaw and be ready to fight your target.

Finnegan is once again across the room, only this time he's posing as one of the statues in attempt to trick you into thawing the wrong creature. His mask gives away his location—he's at the far end of the hall, on the left—so hit him with Incinerate, then open fire with the Machine Gun. The Antipersonnel ammunition will rip him to shreds in no time at all. Search his corpse for the **Frozen Field** tonic and take a photo for the Quadtych.





LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE BOUNCER

Return to the Atrium and descend the stairs to head out into the central area. As you arrive, you'll likely notice several Splicers running down the stairs to fight an Elite Bouncer. Elite Bouncers are extremely fast and strong and use their mighty drill to gore their opponents. They can also bore into the ground and create a shockwave that blinds and disorients anyone in the vicinity.

Take advantage of the distraction caused by the other Splicers and fire a pair of Heat-Seeking RPGs at the Elite Bouncer before switching to the Shotgun. Equip the Exploding Buck and use Electro Bolt 2 to stun it long enough to open fire. The Elite Bouncer makes quick work of the other Splicers and is on you faster than you can say, "Andrew Ryan". Fire the Shotgun as fast as you can while making sure to consume First Aid Kits whenever your health drops to fifty percent.



ONE MORE PHOTO

Take a photo of the Elite Bouncer (dead or alive) to not only gain a Research Bonus, but to also earn the "Prolific Photographer" Achievement awarded for taking a photo of every enemy type. The Bouncer should be the only type of enemy missing from your collection up to this point.

Deal with the Little Sister however you wish and return to the task at hand—Cohen's Masterpiece. Place the photo of Martin Finnegan on the Quadtych and stand back as Sander Cohen rewards you once again. This time the gift includes 10 Antipersonnel Auto Rounds, 30 Dollars, and 3 First Aid Kits. Not too shabby!

OBJECTIVE: KILL SILAS COBB

5

Cohen wants you to find and kill Silas Cobb for his masterpiece. Cobb used to hang around a store called Rapture Records, in Poseidon Plaza. You'll probably hear the lout before you spot him.



Before heading back through the Frozen Tunnel to Poseidon Plaza in search of Silas Cobb, consider having a look around the Southern Mall area. This is the collection of shops on the ground floor, just south of the Atrium. Search each of the shops and bathrooms for Audio Diaries and other items of value.



SAFE

Contents: 4 Film, EVE Hypo, 28 Dollars

Go behind the counter in the Cocktail Lounge to find the Security Crate beneath the register. This is a hard safe to crack, so go ahead and use an Automatic Hack Tool if you have one. Also, make sure to hack the nearby Security Camera so you can search the area without fear of the enemies coming up behind you.



Make your way downstairs in Le Marquis D'Epoque, the tobacco shop, and put the Power to the People machine to use. Use it to finish upgrading whichever weapon you chose to focus on secondly so you can earn the "Two Fully Upgraded Weapons" Achievement. Once done exploring the Southern Mall area, head back up the stairs in the Atrium and cut through the Frozen Tunnel to Poseidon Plaza.



POSEIDON PLAZA

Numerous Spider Splicers attack in quick succession as you enter Poseidon Plaza, so be ready to react accordingly. You may want to unleash a steady stream of Napalm on them with the Chemical Thrower as it's not only easy to hit the fast-moving Spider Splicers with, but it saves ammunition too!

Poseidon Plaza is a large area where visitors to Fort Frolic can spend their time strolling around, visiting shops, casinos, and even a strip club. Many of the shops here are two stories tall and although Silas Cobb is believed to be inside Rapture Records, it's not a bad idea to first search the Sir-Prize gaming center for precious loot!



SAFE

Contents: 2 Trap Bolt, Exploding Buck, 14 Machine Gun Rounds

This safe is inside Sir-Prize, directly behind the counter nearest the billiards tables. Don't hesitate to use an Automatic Hack Tool to open it, as the ammunition inside will come in handy before long.



Climb the stairs inside Sir-Prize to the second floor and duck under the Trapbolt wires to reach the exit. This places you in the second floor of Poseidon Plaza, right near the Circus of Values machine and entrance to Rapture Records.

Head inside the Rapture Records store on the right-hand side and leap off the broken staircase towards the couch below. The silhouette of the man on the couch was nothing but a booby-trapped statue, quickly back away before the bomb detonates. Silas Cobb was actually upstairs waiting in the wings and believes he now has you trapped. Grab your Machine Gun or Shotgun and eliminate the Spider Splicers that attack while you wait for the flames from the bomb to dissipate.



Wait for the fire to go out, then approach the small chute near the floor in the corner of the room. Crawl between the walls back up to the second floor and chase Silas Cobb out of the store into Poseidon Plaza. He's very mobile and can seemingly disappear in a cloud of smoke like a Nitro Splicer. Don't hesitate to launch a Heat-Seeking RPG at him when you get a clean shot—he can outrun you, but he can't outrun a rocket! Finish him off with one of your other weapons and take a photo of his corpse for Cohen's Masterpiece.



ATRIUM

Return to the Atrium and place the third corpse photo onto the Quadtych. This time, however, you're not going to be rewarded for your efforts so easily...

ATTACK THE CRITICS

Cohen can't stand for his artistic vision to be criticized by who he calls the *doubters*. When he thinks he sees dismay on your face while looking at the Quadtych, he immediately erupts in a fit of anger and unleashes an army of Thuggish and Spider Splicers. Many of the Splicers have 00 Buck in their pockets that you can retrieve, thereby making the Shotgun a great weapon to use in this situation. Between the Shotgun upgrades you've obtained and the Static Discharge 2 tonic, you should be able to handle this fight without too much trouble.

ATTENTION SHUTTERBUGS

This is a great opportunity to collect plenty of photos of Spider and Thuggish Splicers and possibly even max out the Research Bonuses for them. Just make sure to put down the camera before your subjects get too close!

OBJECTIVE: KILL HECTOR RODRIQUEZ

6

Cohen wants you to find and kill Hector Rodriguez for his masterpiece. Rodriguez was a regular at Eve's Garden in Poseidon Plaza. He was also legendarily fond of good (or not so good) drink.



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE BOUNCER

Stop at the Circus of Values machine near the steps and purchase some Proximity Mines if you don't already have some. Equip the Grenade Launcher and head upstairs to the wrap-around walkway on the Upper Atrium. The second Little Sister and her Elite Bouncer chaperone can be found outside the Fleet Hall Theatre. Take a minute to take plenty of photos of the two of them, before getting set for battle.

Back away from the Elite Bouncer and lay down a trail of Proximity Mines leading straight towards your position. Take a few steps back and wait for the Elite Bouncer to stroll into position on the far end of the line of Proximity Mines. Fire a Heat-Seeking RPG at it to get its attention and watch as it rushes straight towards the Proximity Mines you placed. If done well, you should only need to hit it with 2 or 3 blasts of Explosive Buck to finish it off.



ANOTHER GIFT FROM TENENBAUM?

This Little Sister may well be the 6th that you have rescued. If so, you'll be pleased to know that Tenenbaum has directed the Little Sister to leave a stuffed bear outside the nearby Gatherer's Garden for you. Inside the bear you will find 200 Adam, the Safecracker tonic, and 12 Electric Buck.

POSEIDON PLAZA

Make the trek back through the Frozen Tunnel to Poseidon Plaza one more time, head down the hall to the right, and go inside Sinclair Spirits. Hack the Security Camera overhead and pilfer the registers near the counter. Locate the button on the side of the counter and press it to gain access to the cellar, where you can find a safe and Power to the People machine—pick a third weapon to begin upgrading and have at it!

SAFE

Contents: 33 Dollars, First Aid Kit, Automatic Hack Tool

The safe downstairs in the basement of Sinclair Spirits is pretty tough to open, that is unless you have the Safecracker tonic installed. Either way, go ahead and save yourself some time and risk and use an Automatic Hack Tool. You're going to get one right back anyway.



Exit Sinclair Spirits and locate the staircase leading down into the Poseidon Plaza basement under the sign that says "More Items Downstairs". Wade across the water-filled room to grab the **Extra Nutrition 2** tonic off the storage crate then head back up the stairs.



EVE'S GARDEN

Even the refined men of Rapture needed to see a burlesque show from time to time and when they got the hankering for some after hours adult entertainment, they headed straight to Eve's Garden. Go on in and have a look around—and help yourself to the few dollar bills left on stage. Ignore the door near the bar for now, and instead head backstage to Jasmine Jolene's room. Search the corpse on the bed, grab the Audio Diary and money, and locate the safe in the corner.

SAFE

Contents: 34 Dollars, First Aid Kit, 8 Antipersonnel Pistol Rounds

The safe is in the corner of Jasmine's room. Use an Automatic Hack Tool to open it if the difficulty meter is too high. There are few places to hide from Security Bots in this room, so don't risk triggering an alarm tile.



Load the Antipersonnel Pistol Rounds into your gun and head back down the hallway to the stage. You'll hear the drunken requests for service of Hector Rodriguez as you get close, so hoist the Pistol and be ready to fire. Hector flees Eve's Garden as soon as he catches sight of you. Run out the door while opening fire on him. Continue shooting him until he drops his Grenade Box and slumps to the ground. Search his body and, just as before, photograph the corpse for Cohen's Masterpiece.



ONE MORE LOOK AROUND

Head back inside Eve's Garden and go through the door near the bar. Head upstairs to the second floor and go through the exit. Cross the plaza to the Pharaoh's Fortune Casino and head inside to search that area as well. Just beware the Security Camera near the stairs!

SAFE

Contents: 25 Dollars, First Aid Kit

Hop over the counter to the right of the entrance and locate the safe on the wall. This is an extremely difficult safe to hack, and although the contents might not be worth using an Automatic Hack Tool, you definitely shouldn't try hacking this one manually unless you are fully equipped with a wealth of Engineering Tonics, or enjoy a good challenge.

ATRIUM



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE BOUNCER

If you didn't run into the Little Sister outside Sir-Prize, return to the Atrium and head out into the lower central area near Cohen's Masterpiece, but don't post the photo just yet! First, listen for the sounds of the Big Daddy and Little Sister. Head back upstairs and look for the Big Daddy and Little Sister near the Frozen Tunnel entrance.

Place Proximity Mines at the base of the stairs on each side of the landing then switch to the Heat-Seeking RPG and fire it at the Elite Bouncer to get its attention. It will toss the Little Sister on its back and sprint towards the stairs, only to run right into the Proximity Mines you've deployed. This will certainly stun it and deliver a wealth of damage. Rush towards it and finish it off with the Shotgun loaded up with Exploding Buck.



A NICE DAY FOR A STROLL

Little Sisters like to explore the area looking for angels to harvest Adam from and while their Big Daddy protectors will likely keep them close to the locations we describe, there is the chance that they may wander elsewhere. If a Little Sister isn't where we describe, look around for a Big Daddy and follow him to a ventilation hole. If you still don't find her, continue on with the objectives given, as you'll likely encounter them before long in a slightly different location. Don't worry about having to perform a special task to lure her out though; if you look around, you will find them.

OBJECTIVE: LEAVE FORT FROLIC

7

With his masterpiece complete, Cohen has allowed you to leave Fort Frolic. Take the bathysphere to Hephaestus—it's time to confront Ryan.



Place the final picture on the Quadtych and stand back and watch the greatest spectacle you've ever seen. Cohen finally leaves the Projection Booth and makes his way down the stairs in a manner befitting Hollywood royalty. He is very pleased with you, his little moth, and agrees to open the locked display case containing the **Medical Expert 2** tonic. He even stays true to his word and readies the bathysphere that can take you to Hephaestus, where Ryan awaits.



IRONY ON THE SIDE

Although you could leave Sander Cohen alone and bid Fort Frolic a final farewell, you may want to kill him. Use the Enrage plasmid to enlist the help of any nearby Big Daddies and chase after Sander Cohen with the Machine Gun and Electro Bolt 2 plasmid. When you finally gun him down, be sure to take a photo of his corpse to earn the "Irony" Achievement. Also, take the Muse Key from his person and use it to unlock the other display case in the Atrium. In it you will find 100 Dollars, 8 Incendiary Bolts, and 3 Splicer Organs. Not a bad haul indeed, and it wasn't like the world—topside or Rapture—will miss this crazed lunatic. However, if you leave him alive now it will unlock some interesting opportunities in Olympus Heights later.

PROJECT YOURSELF

There's one more stop before heading to Hephaestus! Return to the Projection Room in Fleet Hall Theatre—the gate is now open—and avail yourself to the Audio Diary, Moonbeam Absinthe, and especially the **Electric Flesh** combat tonic. With these items in hand, you're finally ready to exit Fort Frolic and ride the bathysphere to Hephaestus.

HEPHAESTUS

Andrew Ryan may proclaim that it was his magnificent vision and legendary will that made Rapture—and that may be true—but a city of this scale doesn't run on ideology alone. No, it takes energy. And what better source of energy than geothermal—it's plentiful, it's renewable, and nobody on the surface needs to know you're using it. Although the rest of the world wouldn't learn about plate tectonics and the volcanic spreading along the Mid-Atlantic Ridge for decades, Ryan and his scientists were already putting these phenomena to use in the 1940's.

Hephaestus was created to be the power hub of Rapture, both literally and figuratively. It is here where the energy to power the city's lights and heat its coffee originates. But, if you look beyond the machinery and the generators, as Jack must now do, you'll also find Ryan's personal office. The man at the helm of this massive undersea enterprise doesn't reside in some penthouse suite high above the seafloor, but rather down in the trenches, for he is its foundation, its bedrock.

OBJECTIVES

1

Go to Andrew Ryan's Office.



5

Finish Kyburz's EMP Bomb.



2

Overload the Core.



6

Place the Device on the Core.



3

Search Heat Loss Monitoring.



7

Redirect the Magma Flow.



4

Go to Kyburz's Workshops.



8

Destroy Ryan's Mag-Locks.



NEW DISCOVERIES

Plasmids and Tonics



Frozen Field 2

Reduces damage from cold and adds a freezing ability to wrench attacks.



Security Evasion 2

Security Cameras and Turrets take much longer to see you.

Plasmids and Tonics



Damage Research

Increases the damage bonuses gained from research.



Shorten Alarms 2

Decreases the length of time that security alarms stay active when you are spotted.



LITTLE SISTERS



You'll encounter the first of three Little Sisters in the Hephaestus Core, on the uppermost walkway. It's guarded closely by an Elite Bouncer.

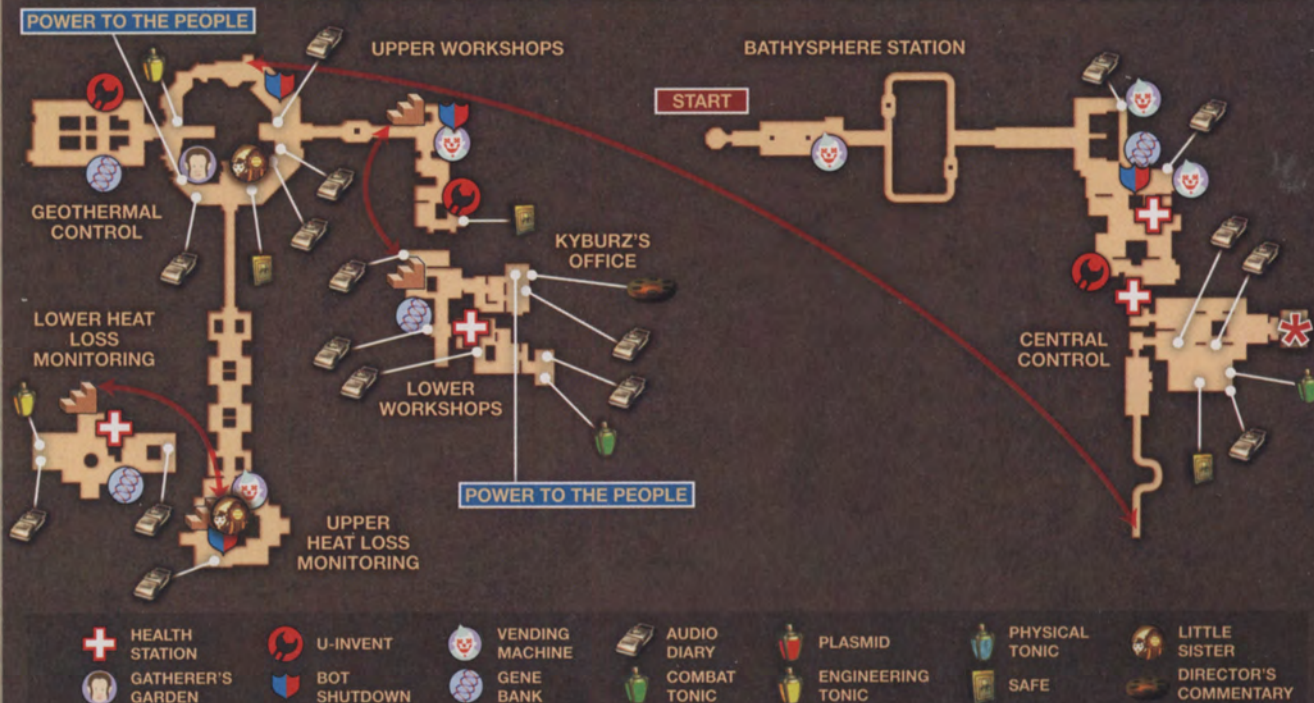


Hurry to Upper Heat Loss Monitoring to get this Little Sister while she's up and about.



This Little Sister is with her Big Daddy on the walkway that wraps around Hephaestus Core. You'll likely encounter them on your way to the Workshops.

RAPTURE DIRECTORY: YOU ARE HERE



BATHYSPHERE STATION

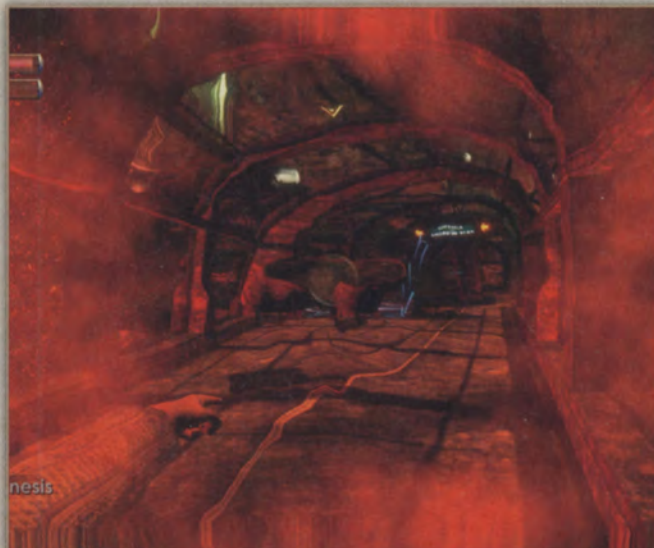
OBJECTIVE: GO TO ANDREW RYAN'S OFFICE

1

Andrew Ryan is the key to getting out of Rapture. He's holed up in his office, here in Hephaestus.



Exit the Bathysphere Station and proceed left around the circular glass-enclosed corridor towards Ryan's office. A pair of Thuggish and Houdini Splicers attack—use the Electro Bolt 2 and Shotgun to dispense with them and continue on your way. Descend the slope past the machinery and enter the room to the east.



HIDDEN CORPSE

Hop onto the fallen pipe and climb up to the overhead catwalk to find a corpse containing some money and a First Aid Kit—it's not much, but it's better than having to buy one at the vending machine.

Continue south into the next room and take the Grenade Launcher off the desk in the center. Search the desk and stand in the area for a Heat-Seeking RPG to fall from the delivery tube overhead. A pair of Spider-Splicers follow soon after, so have the Machine Gun ready to fire.

QUARTER CANS OF IONIC GEL?

The blue-striped cylinders contain ionic gel. It's not something you can use for any of your weapons, but you will need it in due time. Make a mental note of where you see these cylinders because you'll need to find a few bottles of the stuff later on. But don't worry, this walkthrough will guide you back to them.

Destroy the Security Camera over the door leading to Ryan's office and pay a visit to the U-Invent machine to the right. You probably have dozens of components that you can use, so go ahead and load up on Heat-Seeking RPGs, Exploding Buck, and Antipersonnel Pistol Rounds.

CENTRAL CONTROL

Follow the signs towards Ryan's office and, while he drones on over the radio about worms and families, go ahead and search the corpses staked to the walls to find the two Audio Diaries. These Audio Diaries reveal plans to launch an attack against Ryan by shutting down Harmonic Core #3. They also hint that information on how to do this could be found in Heat Loss Monitoring.



OBJECTIVE: OVERLOAD THE CORE

2

The door to Ryan is electromagnetically locked. Harmonic Core #3 is the generator that is supplying the power to the locks. You need to overload this generator somehow.



AMBUSH COMING!

Several Houdini and Spider Splicers are hot-cutting their way through the door near the one you came through. Make sure the Chemical Thrower is fully loaded with Napalm, then switch to the Grenade Launcher. Stand back and wait for the door to open. Fire a few Frag Grenades through the opening to weaken the Splicers before they enter the room. Switch to the Chemical Thrower and light them up as they funnel through the doorway!

Enter the room on the side of the large area with the rows of corpse to find the **Frozen Field 2** tonic and a safe. Have a look around, then head south across the water-filled room with the dead Big Daddy. Continue through the long winding corridor to Hephaestus Core.

SAFE

Contents: 23 Dollars, 100 Napalm, 3 Proximity Mines

There is a safe under the desk of the bunkroom to the south of Central Control. Head up the steps near the door the Splicers, cut through, and go inside. Use an Automatic Hack Tool or the Buyout option to open this safe—those Proximity Mines will prove to be invaluable before long!



OBJECTIVE: SEARCH HEAT LOSS MONITORING

3

Anya Andersdotter was trying to overload the core, but appears to have been caught. Follow her trail to Heat Loss Monitoring and look for more information.



HEPHAESTUS CORE

HEPHAESTUS?

Hephaestus was the mythical Greek god of technology, metallurgy, and fire. Historically, Hephaestus was worshipped throughout the Athens industrial centers and was even given a temple. It is believed that Hephaestus was responsible for crafting many of the mystical metallic equipment that appears in Greek mythology including Achilles's armor, Helios's chariot, and Eros's bow and arrows.



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE BOUNCER

Enter the Hephaestus Core area and head through the door to begin the trip around the circular area. You may immediately notice a pair of Splicers fighting an Elite Bouncer in the distance. Hit the Splicers and Big Daddy with the Enrage Plasmid to make sure they ignore you and wait a moment to see where the battle heads. Make your way to the opposite end of the walkway from them. Whether that means you simply stay put near the door, or trade places with them, will depend on what they do.

Wait for the Elite Bouncer to kill off the two Splicers, then lay a series of Proximity Mines down between you and the target. Fire a Heat-Seeking RPG at it to get its attention then back away as it rampages into the Proximity Mines. Finish off the Elite Bouncer with Exploding Buck.



Descend the stairs near the Vita-Chamber and follow the signs towards Heat Loss Monitoring—they'll direct you to continue in a clockwise direction towards the Gene Bank to the next staircase. Don't descend the next set of stairs just yet though. First, head to the end of the walkway and locate the safe in the corner behind the machinery.

SAFE

Contents: 58 Dollars, 30 Antipersonnel Auto Rounds, 5 Steel-Tip Bolts

This is a tricky safe to spot, as it's tucked away behind the machinery and rocks at the end of the walkway. Crouch down and crawl behind the machinery towards the Proximity Mine on the ground to access it. It's a very difficult safe to hack, however, so consider using an Automatic Hack Tool or simply use the Buyout option.

That shouldn't be hard considering all the money you've collected from the two Big Daddy corpses you've encountered recently.



BALLISTIC TEST DUMMIES

If you have the Target Dummy plasmid, go ahead and equip it at the Gene Bank before entering the Heat Loss Monitoring area. The next two Big Daddies you encounter will be in relatively tight quarters. Having the Target Dummy plasmid will be able to buy you some room by potentially luring the Big Daddy in another distraction.

Descend the stairs to the third level from the top and proceed to the Circus of Values machine (don't use it!) near the Heat Loss Monitoring entrance. Follow the narrow walkway jutting out into the center of the core to find an Automatic Hack Tool near the corpse.

CIRCUS OF HORROR!

The Circus of Values vending machine near the entrance to Heat Loss Monitoring is rigged to drop a Frag Grenade every time you approach it. Stay clear of it. If you need to access a Circus of Values machine, there's another one on the very lowermost level of the walkway. Just head back to the north and descend the next set of stairs.

HEAT LOSS MONITORING

The path to Upper Heat Loss Monitoring leads you through a machinery-filled room littered with the corpses of those who've come before you. The lights go out twice while you cross the room, but it isn't until you near the corpses closest to the exit that you need to be afraid. Prepare for the ambush by the Houdini Splicers playing dead by using Telekinesis to carry one of the flammable cylinders or explosive drums with you across the room. As soon as the Splicers get off the floor, back away and throw the makeshift bomb at them. Retreat to the near side of the room and use Telekinesis to hurl another cylinder at those who survived the first blast.



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE BOUNCER

Enter the room and loop around to the right quickly, as the Little Sister in this area is growing tired and her Big Daddy is about to put her back into her hole for the night.

Place any Proximity Mines you have near the small set of steps leading down to the walkway where the Big Daddy is, then use the Target Dummy plasmid to place a dummy near the Proximity Mines. Move back

a few steps and fire a Heat-Seeking RPG at it to get its attention. If you placed everything properly, the Elite Bouncer storms towards the Target Dummy and hit the Proximity Mines. This gives you a chance to unload on it with Armor-Piercing Auto Rounds from afar.



Spend your take at the Circus of Values machine and descend the stairs to Lower Heat Loss Monitoring. Hack the circuit breaker on the left to disable the electric current flowing into the water below. Search the area at the base of the left-hand stairs, then climb back to the central area and battle the two Splicers that appear—a well-aimed shot should detonate the drums in the middle of the floor and kill them both.

Descend the other set of stairs and pick up the **Security Evasion 2** tonic on the desk. Of even more importance than this valuable tonic is the Audio Diary next to it—it's from Pablo Navarro and he's speaking about telling Anya to visit Kyburz's workshop.



OBJECTIVE: GO TO KYBURZ'S WORKSHOPS

4

Pablo pointed Anya towards Kyburz's Workshops. Follow her trail there.



HEPHAESTUS CORE

Exit the Heat Loss Monitoring area and head up the ramp to the left to the Power to the People and Gatherer's Garden machines. Finish upgrading the third weapon you chose to focus on then use the Adam you've collected from the Little Sisters to purchase the **Electro Bolt 3** plasmid and, if possible, an extra tonic slot.



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE BOUNCER

Ascend the staircase towards the Workshops entrance and continue a few paces to the north to find the third Little Sister. Take the necessary research photos then ready the Target Dummy plasmid and place a pair of dummies off to the side.

With the Target Dummies in place, you're ready to start the attack. Hit the Elite Bouncer with a Heat-Seeking RPG or Frag Grenade, then switch to either Explosive Buck or, if you don't have any of those left, equip the Chemical Thrower and torch it with Napalm! Add additional Target Dummies to the area to lure the Elite Bouncer off your scent, then reload and open fire again!



SEARCH THE WORKSHOPS

Search the Workshops for any information that could help you determine how to overload the core.

Jump over the Trap Bolts on the left to search the Crossbow and corpse on the ledge for ammunition, then sweep your way across the Upper Workshops area looking for items and clues. Each of the lockers can be opened—although most only contain Potato Chips—and there is a safe in the far corner.

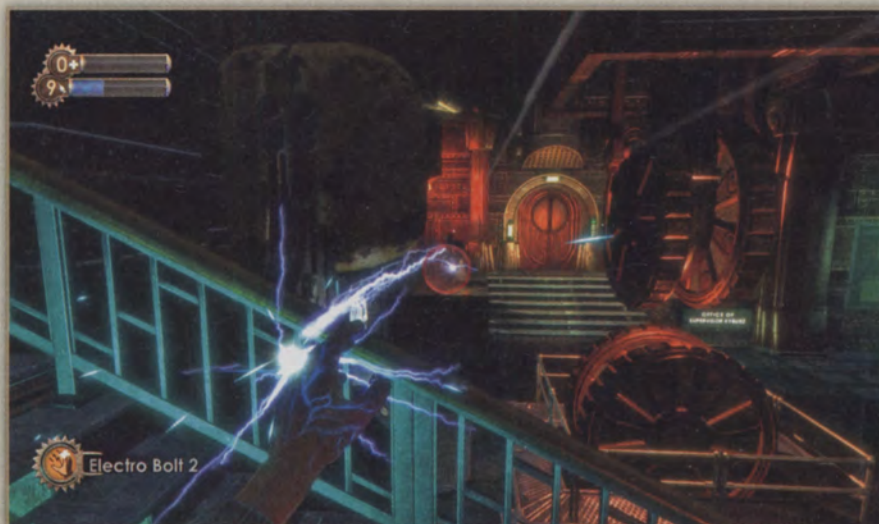
SAFE

Contents: 6 Frag Grenade, 12 00 Buck, 6 Steel-Tip Bolt

This safe is located in the Upper Workshops area, off to the far right-hand corner. The U-Invent machine nearby should be able to accommodate any needs you have for an Automatic Hack Tool, but don't be afraid to use the Buyout option either or to skip this one altogether if you're not in need of Frag Grenades or 00 Buck.



Equip the Electro Bolt 3 plasmid and descend the stairs to the Lower Workshops. Quickly stun and hack the two Turrets flanking the entrance to Kyburz's Office. With your back to Kyburz's Office, locate the crawlspace door on the right-hand side, just below the steps. This leads back beneath the main staircase and contains several storage crates filled with invention components, as well as a very well-hidden Audio Diary.



Exit the crawlspace and search the area near the Gene Bank at the base of the stairs. There is another valuable Audio Diary here, on which Kyburz mentions his "device". It's time to find this thing and see what Kyburz had in mind! Frisk the body that is lying in the center of the floor for yet another Audio Diary of Kyburz's then continue south towards the Big Daddy corpse. Head up the steps and look behind the toppled desk for another crawlspace.

Sneak your way through the mechanical access shaft to Kyburz's secret workshop. Here you'll find the **Damage Research** tonic and the all-important "Assembling the Bomb" Audio Diary. The bomb casing is on the table across the room from the desk, and it's a looker!



OBJECTIVE: FINISH KYBURZ'S EMP BOMB

5 Kyburz was working on a device that would overload the central harmonic core in Hephaestus. Unfortunately, he never finished it before he disappeared. You'll have to finish his work. Take all the required components to the Workshop Area where the casing is. Place them in the bomb casing to complete the bomb.



In order to finish the EMP Bomb you have to find four R-34 Wire Clusters (taken from Big Daddy corpses), two quarter-cans of Ionic Gel, and one Nitroglycerin Charge. Start the search for the missing parts by exiting the secret workspace and taking the R-34 Wire Cluster from the dead Big Daddy near the steps. With that first cluster in hand, turn your attention on the Elite Bouncer that's been patrolling the Workshops the whole time you were there. The Turrets you hacked earlier will join in the fight—especially if you hit the Big Daddy with the Security Bullseye plasmid—and you should be able to finish it off with a Heat-Seeking RPG or Frag Grenade. Take the R-34 Wire Cluster from it and head upstairs.



G'DAY MATE!

If you've been listening closely to the Audio Diaries scattered throughout Hephaestus, then you know that the security code to Kyburz's Office is the four-number date of Australia Day. According to the poster on the wall, Australia Day in 1959 was January 26th.

Head back to the far corner of the Upper Workshops where the safe was and locate the single Quarter-Can of Ionic Gel on the table. You're halfway there! The rest of the components, Nitroglycerin Charge withstanding, are located outside the Workshops. Load up on ammo at the U-Invent machine and head back outside to the Hephaestus Core.



Once on the circular walkway, turn to the right and search the Elite Bouncer corpse for the third Wire Cluster. The second Quarter-Can of Ionic Gel is just beyond it, atop the machinery down the ramp. Lastly, you'll be able to find the final R-34 Wire Cluster in the back of the Elite Bouncer patrolling the Hephaestus Core area. Pull out the big guns and have at it! Yank the cords from its back and return to the Lower Workshops; it's time to search Kyburz's Office.

KYBURZ'S OFFICE

Enter the code "0126" on the keypad to enter Kyburz's Office and step in slowly. There is an incredibly intricate network of Trap Bolts laced throughout the area—Kyburz clearly trusted no one. Use Telekinesis to grab the bolt-head and aim at the ceiling or high on a wall above the anchor-point and throw it there. This assures it's safely out of the way and won't be a problem for you later. Make your way through the maze of Trap Bolts down the stairs and over to the filing cabinets near the Pneumo Tube. Search these containers and head to the rear of the office where a Power to the People machine is located. At this point in the game, which weapon you choose to upgrade is dependent on which of the three remaining weapons you find yourself using the most, but you may want to upgrade the Grenade Launcher.



Now for the Nitroglycerin Charge. Locate the red button on the side of the Kyburz's desk and press it. This opens the bullet-proof panel sealing the pink Nitroglycerin Charge on the wall. A Turret emerges from a hidden floor panel near the door. Hit it with Electro Bolt 3 from across the room and quickly make your back through the Trap Bolts and out the door.

Return through the crawlspace in Upper Workshops to Kyburz's secret workspace. Once there, place all of the components into the EMP Bomb Case to finish constructing the device. Pick up the EMP Bomb.



OBJECTIVE: PLACE THE DEVICE ON THE CORE

6

You've finished building the device. Bring it to the Harmonic Core in the center of Hephaestus that is powering the magnetic seals on Ryan's door.

The Core is accessible via a catwalk you can reach through lower Geothermal Control.



GEO THERMAL CONTROL

Follow the walkway around the Hephaestus Core in a counter-clockwise direction until you reach the Geothermal Core entrance and head inside. The Geothermal Core entry area is devoid of Splicers so take your time and hit up the Gene Bank and U-Invent machines located here. This is a great time to splice the SportBoost 2 tonic if you have it—that extra speed should come in handy!

AVID INVENTOR?

Depending on your luck with the Scrounger tonic and how many inventions you've been making, you may very well find yourself with enough Batteries, Glue, and Alcohol to make a dozen or two bundles of Trap Bolts. Although it may seem like a waste since you can't possibly carry them all, this is a great way to pad the number of inventions you've made and take one big step towards completing the "Avid Inventor" Achievement.

Continue to the far end of the area and hack the two Turrets flanking the stairs—you're going to want them on your side! Atlas radios in with a plan for removing the water flooding the room so you can use the elevator. Collect the items from the storage crate and prepare for battle.

OBJECTIVE: REDIRECT THE MAGMA FLOW

7

In order to clear the flood, you must crank the Redirect Valve until the interlock is fully engaged. This redirects the magma into the lower levels and should boil off the water.



Ryan isn't going to sit back and let you continue lugging an EMP Bomb towards the harmonic core, so you can bet quite a few Splicers will pour into the room as you crank the valve. Use the Proximity Mines in the storage crate to lay a series of explosive traps at the foot of the stairs on each side of the room. With the mines in place, add a few Trap Bolts for to add a second layer of defense. If done right, you won't have to worry about the enemies at all.



With the defense perimeter in place, you're ready to start turning the valve. Approach the valve and continue to turn it until all of the lights on the panel turn green, signaling the full flow of the magma. The magma boils off the water, the elevator comes up, and you can descend to the lower level. Head through the door to the east, pick up the **Shorten Alarms 2** tonic and Automatic Hack Tool and continue on to the Hephaestus Core.



Ride the lift up one level and place the EMP Bomb on the Harmonic Core platform. This starts to override the system—not to mention initiate one hell of a security call! Quickly make your way back up to the upper level of the walkway and back to Central Control where the entrance to Ryan's Office is located. Don't try to stop and fight, just keep running!

OBJECTIVE: DESTROY RYAN'S MAG-LOCKS

8

You've overloaded the harmonic core powering the mag-locks on the door to Andrew Ryan's Office. Throw the circuit breaker in front of the door to destroy them with a massive surge of power.



Run back to Central Core—making sure not to stop for anything—and throw the Circuit Breaker to overload the mag-locks securing the doors to Ryan's Office. All sorts of Splicers and Security Bots will be raining hot lead down upon you from all directions, so focus on the task at hand and be ready to use those First Aid Kits you've hopefully been stockpiling. It takes a few seconds for the mag-locks to blow open, so sit tight and be ready to run through the door to the bulkhead door as soon as it opens.



RAPTURE CENTRAL CONTROL

Jack has made it past all of Ryan's defenses and is primed to complete his mission. It's time to say goodbye to Mr. Andrew Ryan once and for all...

OBJECTIVES

1

Kill Andrew Ryan.



2

Escape!



CONTROL ROOM

SPOILER ALERT!

This short but very important portion of the game features a climactic moment in which you come face-to-face with Andrew Ryan. It's a powerful scene that is sure to live on in player's memories long after the credits roll. Care has been taken to minimize spoiling the events and excellent dialogue that takes place at this meeting, but be warned. Those looking for a recap of the events that take place here are directed to the following chapter, "Olympus Heights" where a summary of this powerful story is provided.

Ryan comes on the monitor in the main Control Room as you enter the area and reveals his plans—if he's going to go down, he's taking the whole city with him. He triggers a massive meltdown of the entire system that, if not stopped, will destroy every last piece of the city.

Search the perimeter of the area for items and be sure to replenish your stock of First Aid Kits at the Circus of Values machine on the right. The doors up ahead are malfunctioning so you're going to have to find another way in. Climb the left-hand stairs to the upper catwalk and crawl through the maintenance shaft. Knock the grating out and drop to the floor below. Take a long look at the photos on the wall, listen to the Audio Diaries, and continue into Ryan's Office.



OBJECTIVE: KILL ANDREW RYAN

1

You've made it into Andrew Ryan's Office. He is here somewhere. Find him, and kill him.



RAPTURE DIRECTORY: YOU ARE HERE



RYAN'S OFFICE

Approach the glass partition to begin the long-awaited meeting with Andrew Ryan. He'll soon unlock the door to the left and come to talk up close. Listen to what he says and sit back and watch the events unfold.

With the meeting over, and the Override Key safely in your grasp, head into the main portion of Ryan's office and take the fifty dollars from his desk. Cross the room to the southern end and use the key to stop the self-destruction of Rapture. Atlas comes on the radio to let you know how proud he is of you once the self-destruction has been stopped.



OBJECTIVE: ESCAPE!

2 Ryan is dead... but Atlas/Fontaine has betrayed you! Find a way out of there, and fast! Maybe the Little Sisters can help you...



Run back to the main office area and follow the Little Sister crouched down in the center of the room. Security Bots and Turrets appear from beneath the globes Ryan had positioned around his office, but just ignore them. Follow the Little Sister past Ryan's body to the Control Room area and into the maintenance shaft where the other Little Sister awaits. Turn to the right and crawl into the darkness...

OLYMPUS HEIGHTS

Jack's world is upside-down. There was no way he could have foreseen his confrontation with Andrew Ryan taking the turns it did. Sure, Ryan is dead and Jack did deliver the fatal blow, but not before Ryan exposed Jack for what he really is—a slave. And as if that wasn't bad enough, Atlas revealed the full extent of his manipulation moments later. There is no Atlas. Atlas is just an alias and a trusting accent Frank Fontaine came up with so Jack would believe him.

Fontaine created Jack right here in Rapture. He took him at birth and fed him till he was grown; he taught him how to fight; and most important of all, he spliced his brain with mind-controlling plasmids that turned him into a slave. Yes, Jack was indeed the illegitimate child of Andrew Ryan and a stripper named Jasmine, and now he's a fully grown man capable of carrying out Fontaine's most immoral commands. Everything he thought he knew about life up until the plane crash was all a hoax, a virtual reality of sorts programmed into his mind, so that he'd be willing to kill Ryan in order to try and leave Rapture.

OBJECTIVES

1

Save Yourself
From Fontaine.



3

Get the Lot
192 Remedy.



2

Search
Suchong's
Apartment.



4

Get a Second
Dose of Lot 192.



NEW DISCOVERIES

Plasmids and Tonics



**Clever
Inventor**

Reduces the quantity of components needed to make inventions at U-Invent machines.



**Electric
Flesh 2**

Increases the damage you inflict when using electrical attacks, but also reduces the damage you incur from electrical attacks.

ENEMIES

Elite Rosie



Elite Rosies fire their high powered Rivet Gun and lob Proximity Mines just like their lesser namesakes, but they are far tougher, more aggressive, and very fast.



LITTLE SISTERS



The very first Little Sister is located just up the road from the Sewers in Olympus Heights. Look for it and its Elite Rosie near Bistro Square.



You'll hear the nursery rhyme music as you enter Mercury Suites and that could only mean one thing; it's bed time for the Little Sister. You can spot her and the Elite Rosie just inside the building.

TENENBAUM'S SAFEHOUSE

You'll wake in a bed, far from Hephaestus, and for the first time in a long, long while you feel comfort. Tenenbaum runs this Safehouse to protect the Little Sisters and now it seems as if you have fallen under her care as well. While you slept, Tenenbaum was able to remove some of the genetic splicing that Fontaine had done—you'll no longer bark like a dog at the sound of those three simple words of his. But, she cautions, Fontaine does still possess some control over you.

Take a look around the Safehouse and collect any items you see of value. One of the Little Sisters tells you to follow her up the stairs. Proceed after her and exit the Safehouse into the streets of Olympus Heights.

OBJECTIVE: SAVE YOURSELF FROM FONTAINE

1

Fontaine wants you dead. Tenenbaum has freed you from much of his mind control, but he still influences you in some very unpleasant ways. You must find a way to rid yourself of his mind control before it's too late.



RAPTURE DIRECTORY: YOU ARE HERE



MOMMA TENENBAUM SAYS HE'S MEAN!

The Little Sisters' reaction to your presence depends on how you have handled the dilemma presented each time you killed a Big Daddy. It doesn't matter how many Little Sisters you've harvested, for even one is too many in their eyes. Expect a chilly reception by the Little Sisters unless you have rescued every one of them encountered up to this point.

OBJECTIVE: SEARCH SUCHONG'S APARTMENT

2

Suchong designed your mind. Go to Suchong's Apartment in Mercury Suites, and find some information on how to counteract Fontaine's influence.



You'll exit the Safehouse in the sewers. Make a quick clockwise loop around the area to collect the available items and, most importantly, the Gate Crank in the well-lit corner near the corpse. This crank can be used to hoist the heavy gate blocking entrance to the streets of Olympus Heights.



CODE YELLOW?

Fontaine's issuance of the Code Yellow command has triggered a reaction deep inside your circulatory and nervous systems that is causing your heart to slowly shut down. You will periodically suffer a brief attack—you'll cringe in pain and the screen will blur brightly—that will cause a slight decrease in your maximum health level. It's now more important than ever that you research the Little Sisters to counter this effect, as they yield research bonuses that increase health and EVE levels. Also, always keep a full compliment of First Aid Kits on hand, and consider using any Adam you earn to buy a Health Upgrade.

OLYMPUS HEIGHTS

Climb the sloping roadway out of the sewers to the main streets of Olympus Heights, a residential district within Rapture. Head south with the Incinerate! plasmid selected and use it to burn the two Splicers near the trolley up ahead. Many of the Splicers in Olympus Heights are immune to electricity so, if you've been using Electro Bolt often, you're going to have to adapt and rely more heavily on Incinerate! and Winter Blast.

Head north down the street and hack the Turret beyond the newsstand. The road forks around Bistro Square, but stay on the south side of this area for now and look for the Little Sister.

SAFE

Contents: 4 Electric Buck, 99
Napalm, 2 First Aid Kits



This safe is tipped over on its side, inside the trolley at the end of the street. Approach the safe through the window of the vehicle and use the Automatic Hack Tool found in the Sewers to open it.





LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE ROSIE

Take photos of the Elite Rosie as it helps the Little Sister out of the hole to the left of the Turret—this battle is much easier if you have reached the third Research Bonus prior to fighting it. Nevertheless, while the Little Sister is exiting the hole, take to setting up a series of Proximity Mines in the area and a Target Dummy to attract the Elite Rosie away from you once you initiate contact.

Use the large wall south of the newsstand for cover and begin firing Frag Grenades or Incendiary Bolts at the Elite Rosie. It will hit the Proximity Mines and will likely be stunned, however briefly. Use another Target Dummy and continue to hit it with Frag Grenades. A Nitro Splicer may happen by during the battle—enlist its help with the Enrage plasmid.



Hack the Turret near the Gatherer's Garden machine to the west and take a moment to spend your newly-acquired Adam. Purchase the **Incinerate 3** plasmid as well as an extra tonic slot or perhaps the **Speedy Hacker 2** tonic. Sweep through the diner and continue north up the road. A couple of Splicers attack near the streetcars up ahead, but you can use your new plasmid to light them up real good! Just be ready to hit them with Electro Bolt 3 should they belly-flop into the water on the trolley tracks.

THE HANDY-DANDY FLYING CORPSE!

Both of the streetcars have some useful items in them, but the one on the right has numerous Trap Bolts inside it. Hop onto the light near the circular window you'll enter through and use Telekinesis to pick up the corpse inside the car. Use the corpse to trip each of the Trap Bolts to enter safely.

The stairs leading up to the Mercury Suites entrance contain several Nitro and Leadhead Splicers waiting to ambush you. Have the Research Camera and Electro Bolt 3 ready and quickly zap 'em and snap 'em before drawing the Machine Gun or Shotgun. Back away from the stairs to lure them out of their cover and look for them to wade into the water near the trolley tracks. Hit them with the Electro Bolt 3 as soon as they get wet.



MERCURY SUITES



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE ROSIE

Hack the Security Camera on the wall just inside Mercury Suites and round the corner towards the sound of the Big Daddy. Splicers will likely be occupying the big one's attention at the moment, thereby giving you time to set up your trap.



Lay several Proximity Mines in a trail leading back towards the Security Camera and position a Target Dummy near the Proximity Mines. Hit the Elite Rosie with a Frag Grenade, then backpedal towards the trap you've set. If the mines and Frag Grenade don't kill it, the Security Bots summoned by the Security Camera will certainly help to polish it off.



Enter the main downstairs lobby of Mercury Suites and follow the outer corridor, around the corner to the right, towards Sander Cohen's residence. Cohen's Apartment has some useful invention components in it, as well as some money and First Aid Kits. The locked door on the right leads to Cohen's bedroom. This is only accessible if you refrained from killing Sander Cohen in Fort Frolic. If he's still alive, ignore his instructions and attack the dancers to draw him out of his bedroom. The Muse Key on his corpse can be used to unlock the other display case in the Atrium at Fort Frolic.

HOUDINI SPICER EASY RESEARCH

If you haven't yet fully researched the Houdini Splicer, this is your chance! Two Houdini Splicers are dancing in Cohen's living room and they won't stop dancing to attack unless you interrupt the music by playing the piano or bumping the record player. This means you can stand back and take multiple photos of the duo without risk of attack.

Exit Cohen's Apartment and continue in a counter-clockwise loop around the lower floor of the apartment building. Access the Power to the People machine on the back of the central elevator tower and finish upgrading your fourth weapon. From there, turn around and proceed due north to Culpepper's Apartment. This apartment contains an Audio Diary and several items and money, as well as a couple of Nitro Splicers. Be sure to hack the Security Camera inside, so you can allow the Security Bots to take care of the intruders.



Return to the main lobby and approach the apartment behind the Circus of Values machine. This is Dr. Yi Suchong's Apartment. Take a quick look around, making sure to collect the items in the steamer trunk, in the living room, and kitchen. Gradually make your way to his study in the southwest corner of the suite. Take the **Clever Inventor** tonic from the desk and pay close attention to the Audio Diary next to it.



OBJECTIVE: GET THE LOT 192 REMEDY

3

Suchong developed an antidote to the kill-switch Fontaine is using to destroy you. He dubbed it experimental Lot 192. Tenenbaum has told you two possible locations to find it. Suchong developed the drug in his lab at Artemis Suites, near Apollo Square, but Tenenbaum stole a sample and stashed it in her 2nd floor apartment in Mercury Suites.



Exit Suchong's Apartment and head up the stairs in the central lobby to the second floor. Loop around the perimeter walkway to the abandoned apartment on the east side of the building. Give the abandoned apartment a thorough looking over, then return to the other side, near Tenenbaum's Apartment. Her second-floor entrance is locked so continue up the stairs to the third floor.

SAFE

Contents: 6 Armor-Piercing Pistol Rounds, 66 Dollars, 2 Brass Tubes



This safe is in the back corner of the master bedroom (in the abandoned apartment) on the second floor. Unless you have a couple of Automatic Hack Tools handy, consider using the Buyout option if the hacking difficulty is too high. You're going to get much of the money back anyway.

SNIPE THE CAMERA

One of the best uses for the Crossbow is to snipe Security Cameras from a safe distance. Load a Steel Bolt into the Crossbow and crouch down on the stairs to avoid being detected. Zoom in for a well-aimed shot right through the lens!

Once again, perform a sweep of the entire floor of the apartment building, including the abandoned apartment on the east side of the building. Of particular interest on this level is the Audio Diary near the photographer's kit on the balcony. This Audio Diary is from a member of the Paparazzi staking out Fontaine and reveals the new code to the elevator—you'll need it to reach the penthouse later!



U-INVENT ON THE CHEAP

You already know that hacking a U-Invent machine lowers the component requirements for each invention, but now that you have the Clever Inventor tonic you get those savings automatically (so long as the tonic is active). But that doesn't mean you can't hack the machine anyway and get double the savings! By doubling-up these savings you'll be able to reduce the component requirements for most every invention to just 1 of each type of component. With savings like this you'll get that "Avid Inventor" Achievement in no time!

TENENBAUM'S APARTMENT



Enter Tenenbaum's Apartment through the hole in her bathroom wall on the third floor. Use Telekinesis to fling the corpse near her bathtub around to trip all of the Trap Bolts, then collect the goodies in the area. Scour the upstairs of

Tenenbaum's apartment. She'll come over the radio before long to comment on the ransacked state of her home. She believes Fontaine stole the Lot 192 Remedy and took it to his penthouse. You're going to have to find a way into the elevator in the lobby.

SAFE

Contents: 2 Alcohol, 48 Dollars, 6 Incendiary Bolts

Descend the stairs inside Tenenbaum's Apartment and fire a blast of Electro Bolt 3 at the Turret behind the fireplace. It's standing in water, so the blast will immediately destroy it. As for the safe, you should be stocked up with Automatic Hack Tools at this point so go ahead and use one to open it.



Descend the stairs to the second floor of her apartment and break open the safe near the Turret in the distance. Use the Wrench to smash the lock on the door and head back outside. Descend the stairs to the main floor of the lobby and use the code obtained from the Audio Diary to unlock the elevator. The code is "5744".

FONTAINE'S APARTMENT



Take out the Splicers near the entrance to Fontaine's Apartment and move down the center of the foyer towards the large rock in the center. There is a Turret on the other side of this rock, as well as a Security Camera in the distance, above the

door you need to go through. Use the Crossbow to snipe the Security Camera then shock and hack the Turret—it might come in handy later.

Head inside Fontaine's main living quarters and search the downstairs kitchen and dining area for items then head up the stairs. Collect the wealth of ammunition from the steamer trunk, behind the stuffed polar bear. Turn right at the landing and go through Fontaine's bar and out the other door to the walkway near the Gene Bank.

Cross the walkway to Fontaine's office and dodge the Trap Bolts en route to the **Electric Flesh 2** tonic on the desk. A sample of Lot 192 Remedy is on the desk against the wall. Grab the flask to restore your normal maximum health level. Lot 192

isn't without its side-effects though; you'll be unable to control which of your plasmids is active until you find a larger dosage. Ride the elevator back down to the lobby of Mercury Suites and proceed south through Olympus Heights to Bistro Square where the bulkhead to Apollo Square is located.



OBJECTIVE: GET A SECOND DOSE OF LOT 192

4

You took the compound, but it had side effects. Tenenbaum believes a second dose of Lot 192 will fully restore your splices. More of the drug can probably be found in Suchong's lab at Artemis Suites, near Apollo Square.



NO GARDENING UNTIL YOU'RE CURED

Don't bother stopping at the Gatherer's Garden near Bistro Square. Tenenbaum says it's far too dangerous to try and splice additional plasmids or tonics into your system, so long as the side-effects are recurring. Better find that second dose before trying to spend any Adam you have.

APOLLO SQUARE

Of all the things Jack has seen and heard since the plane crash, the one constant has been the news that Apollo Square is a bad, bad place to wind up. And now, with limited use of his plasmids, he must head to the very spot where nobody seems to come out alive. Apollo Square is a place for round-ups, executions, and non-stop rallies by Atlas's supporters. Whether the Splicers know the truth about Atlas and Fontaine is irrelevant, they are sure to know that Jack is public enemy number one and must be eliminated.

OBJECTIVES

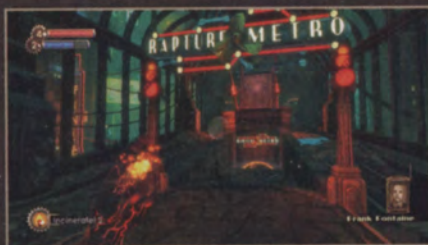
1

Get a Second Dose of Lot 192.



2

Go To Point Prometheus.



NEW DISCOVERIES

Plasmids and Tonics



Medical
Expert 3

Greatly increases the amount of health gained from First Aid Kits.



Focused
Hacker 2

Reduces the number of overloads present when hacking.



LITTLE SISTERS



You won't have to go far before coming up against the first Little Sister and her Big Daddy. They're in the street just past the trolley with all of the photos taped to it.



The Elite Rosie comes to get the Little Sister during your second trip through the center of town. Wait near the gallows for the Little Sister to emerge from the hole, then attack!

APOLLO SQUARE STREETS

OBJECTIVE: GET A SECOND DOSE OF LOT 192

1

You took the compound, but it had side effects. Tenenbaum believes a second dose of Lot 192 will fully restore your splices.

More of the drug can probably be found in Suchong's lab at Artemis Suites, near Apollo Square.



Step out into the streets and start up the road past the Circus of Values machine towards the toppled streetcar ahead. Apollo Square is a place where a lot of innocent people have been taken and unmercifully slaughtered. The hundreds of missing person photos is a grim reminder of the force you are going up against.



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE ROSIE

The first Little Sister is just around the bend in the road, beyond the upturned streetcar. Stand back out of sight and take your research photos while the Splicers in the street attack the Elite Rosie. Remember when preparing to battle the Elite Rosie that you don't have control over your plasmids. You might have Telekinesis active at the moment or, perhaps you'll have Incinerate 3. It's a crapshoot really, so it's best not to count on plasmids at this point at all.

Deploy several Proximity Mines while the Elite Rosie is fighting the others and fire off a Heat-Seeking RPG. There's no guarantee that the Elite Rosie will charge you after the grenade hits home, since the fight with the Splicers may be too distracting. If so, this is your lucky day. Stand back and continue to use the Grenade Launcher and Incendiary Bolts to finish the job.



RAPTURE DIRECTORY: YOU ARE HERE



Continue up the road towards the square proper and draw the Crossbow. Use the Steel-Tip Bolt to snipe the Splicer on the gallows beneath the hanging corpses—a headshot will kill the Nitro Splicer with a single bolt. Explore the area to the right where the numerous vending machines are located. Once again, you won't be able to access the Gatherer's Garden because of the current Lot 192 side-effects, but the U-Invent and other machines make this area well worth visiting anyway.

THE SNIPING GAME

Now that you don't have control over your plasmid and the enemies are getting tougher and tougher, it's more important than ever that you take them out before they know you're coming. This is a good time to use the Crossbow to snipe distant enemies. Also, consider employing the Wrench Lurker tonic, so you can sneak up on enemies more easily.

From the area with the vending machines, head straight across the square to continue east towards Artemis Suites. Round the corner slowly and use the Crossbow to eliminate the Turret on the median near the trolley tracks. Wait for the Nitro Splicer to stroll into view and snipe him as well. Hop onto the median and lean out around the left-hand side of the ticket booth at the end to hack the Security Camera mounted there. The Splicers up ahead will be spotted by the Security Camera and eliminated by the Security Bots that are summoned—and all you have to do is take photos of it!



ARTEMIS SUITES

Use the Crossbow to snipe the Security Camera inside the downstairs lobby of the apartment building and gradually round the corner towards the vending machine in the center. Eliminate any other Splicers in the vicinity and enter the door to the north. This first floor suite contains a U-Invent machine and numerous searchable containers loaded with invention components—this area is a great source of items for those looking to earn the "Avid Inventor" Achievement.

From there, head up the stairs to the second floor of the building and loop around the perimeter in a clockwise direction to find Dr. Suchong's Clinic. Continue past the clinic for now and climb the stairs to the third floor. Continue putting the Crossbow to use and eliminate the Splicers and RPG Turret on the far side of the building. The third floor of Artemis Suites contains a number of useful items and money, as well as a safe and tons of Film. Just beware that most of the bodies lying on the ground aren't dead—they're simply sleeping Thuggish Splicers that leap up when you get close.



SAFE

Contents: 61 Dollars, 6 Proximity Mines, 2 First Aid Kits

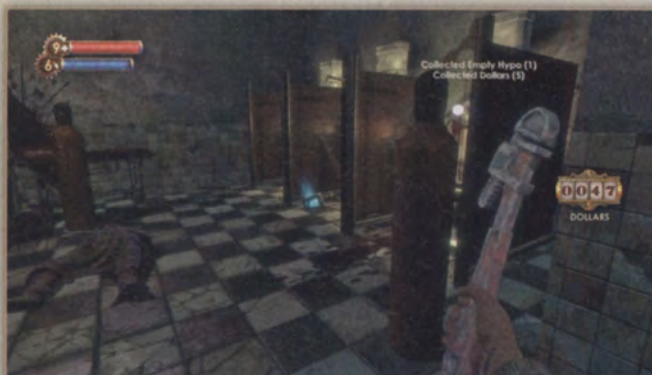
Enter the large suite on the third floor and head to the right to search the darkroom area. The safe is located around the corner from the darkroom, near the kitchen. It's very difficult to hack, so go ahead and use an Automatic Hack Tool.



DR. SUCHONG'S CLINIC

Draw the Crossbow and slowly strafe through the door to the clinic while facing left. This should allow you to snipe the Security Camera the second it comes into view. Normally it's not a good idea to destroy Security Cameras, but this one is trained right on your position and you won't likely have access to Electro Bolt to shock it. Eliminate the Turret around the corner and continue through the door to the east to search the examination room for the **Medical Expert 3** tonic.

Cross the clinic to Dr. Suchong's office on the west side of the floor and enter. The corpse you see on the desk with the massive drill sticking out of it is the clinic's namesake, Dr. Suchong. As the nearby Audio Diary states, he didn't believe the protection bond between the Big Daddies and Gatherers was working—he found out how wrong he was after smacking one of the little brats. He was a more successful scientist than he'd ever know...



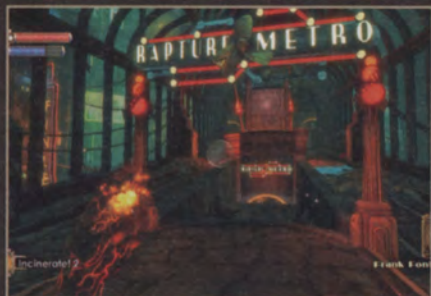
The second dose of Lot 192 Remedy is on the counter across the room. Down the contents of the flask to finally break Fontaine's grasp and eliminate the side-effects of the partial dose. Congratulations, you are finally a free man. Now hurry up and get out of Artemis Suites before the place is crawling with Splicers.



OBJECTIVE: GO TO POINT PROMETHEUS

2

Fontaine is in Point Prometheus. Travel there via the Metro Station outside Hestia Chambers.



APOLLO SQUARE



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE ROSIE

Make your way back to Apollo Square and take up position near the gallows in the center. Wait for the Elite Rosie to cross the square and get the Little Sister out of her hole in the northeastern corner of the area.

Let the Elite Rosie and Little Sister stroll past you, then lay a couple Proximity Mines and equip the Enrage plasmid. Splicers will undoubtedly make an appearance soon, so be ready to hit them with the Enrage plasmid. Move into position beyond the Proximity Mines and begin firing Heat-Seeking RPGs at the Elite Rosie. The Elite Rosie won't rush your position like the Elite Bouncer does, so you may have to retreat a bit to lure it into the Proximity Mines that you set. Switch to Frag Grenades and finish it off—now enjoy that long-awaited shopping spree at the nearby Gatherer's Garden!



Spend the hundreds of Adam you're likely to have by buying everything that's available and take a minute to create a number of extra inventions at the U-Invent machine. From here, it's just a short stroll down the road to the south to reach the bathysphere station.



Hack the Security Camera on the left outside Apollo Square and proceed past the platform. Descend the stairs, cross the station, and head to Point Prometheus.

But before you do...

HESTIA CHAMBERS

EXTRACURRICULAR EXPLORATION

You don't have to visit the Hestia Chambers area of Apollo Square; after all, visiting this place is like taking a walk in a lions' den. Nevertheless, those looking to maximize their Gamerscore and unlock all of the Achievements will need to make this side-trip. This is a good time to do it because you're not likely to get another chance.

The hardest part about exploring Hestia Chambers is fighting your way inside. This is where Fontaine's Home for the Poor is located and you can bet the Splicers in these parts aren't about to see their meal ticket taken down by the likes of you!

The first step towards making a clean entry is to crouch down with the Crossbow and slowly inch your way towards the brass gate. Set your sights on the Turret on the balcony across the courtyard and send an Incendiary Bolt straight into it the second the gate opens. Switch to the Chemical Thrower, set it to Napalm, and head inside.

Grab the Audio Diary from the trunk on the right and head up the stairs to the second floor. Go through the door on either end of the walkway and search the large bunk room located on this floor. In the center of the room is another stairwell leading down to the boiler room. Descend the stairs and seek out the Automatic Hack Tool and Napalm then continue on to the third floor.



Head left when you reach the landing on the third floor and make your way through the massive bunk room on this floor. There are several Splicers still up and about in here. There aren't too many items or invention components, but it's worth checking out. The door on the far side of the room is blocked by rubble though, so you'll have to return the way you came.

Both doors on the fourth floor landing are securely barred and locked, so there's nothing for you to do here other than continue to the fifth floor. Once on the fifth floor, turn to the left and use the Shotgun to blast through the wooden boards nailed up across the doorway to the apartment. Drop through the hole in the floor to the fourth floor apartment below, kill the Splicer, and collect the First Aid Kits and other items located here. The only way out of this room, however, is to jump out the window so make sure you're health is topped off before you leap—it's a long way down to the third floor landing!



ATLAS'S HEADQUARTERS

Return to the fifth floor and head to the right—it's time to enter the hornet's nest! Use the Crossbow to snipe the Leadhead Splicer across the room, then ready some Anti-personnel ammunition to finish him off.

CAMERAS AND BIG DADDIES, A LETHAL COMBINATION!

There's a Security Camera up ahead (around the corner) and there's about to be a Big Daddy entering the room behind you any second. The Big Daddy ignores you, as long as you don't trip the security alarm—and you certainly don't want that in these tight confines. Hack or destroy the Security Camera immediately!

Atlas's army kept a veritable arsenal in the makeshift jail cell to the left. Although you can't get into the room, you can collect the ammunition from the dozens of weapons inside the cage via the Telekinesis ability. Just stand near the bars and use Telekinesis over and over to collect as much Machine Gun, Shotgun, and Grenade Launcher ammunition as you can possibly carry.



Descend the stairs to the fourth floor apartment directly below and use the Power to the People machine to start your fifth weapon upgrade—you may want to select either the Chemical Thrower Consumption Rate or Crossbow Damage Increase upgrade. Now it's time to gather up the things that made this trip so necessary. Across the far side of the room is the **Focused Hacker 2** tonic, a pair of Audio Diaries (search the corpse), and a safe! Once you are done raiding Atlas's Headquarters, head back down the stairs to the streets outside and ride the bathysphere to Point Prometheus.

SAFE

Contents: 71 Dollars, 8 Electric Buck, 2 Brass Tubes

Tiptoe around the hole in the floor to the back corner of the fourth floor of Atlas's Headquarters and use an Automatic Hack



Tool to open the safe. The items inside may not be worth the long trek up here, but together with those on the table nearby it's a good take!

POINT PROMETHEUS

Jack has shed the mind-control Fontaine had over him and is ready to make him pay for the life of lies he's been forced to lead. The bathysphere leads to Point Prometheus, the headquarters for Ryan and Suchong's grand creation of Little Sisters and their menacing escorts. Aside from a select few scientists, those who find themselves in Point Prometheus never return the same.

OBJECTIVES

1

Find Fontaine!



4

Sound Like a Big Daddy.



2

Become a Big Daddy.



5

Look Like a Big Daddy.



3

Smell Like a Big Daddy.



6

Summon a Little Sister.



NEW DISCOVERIES

Plasmids and Tonics

	Safe Cracker 2	Greatly reduces the difficulty of hacking safes and keypad locks.
	Alarm Expert 2	Gets you four fewer alarm tiles when hacking.

Plasmids and Tonics

	Damage Research 2	Significantly increases the bonuses you receive from research.
	Hackers Delight 3	Gain a large amount of Health and EVE whenever you hack something.



LITTLE SISTERS



Naturally the first Little Sister you encounter is in the Little Wonders Education Facility. She and her Elite Rosie are walking the halls of the lower floor.



The second Little Sister at Point Prometheus will be in the Live Subject Testing room. Wait for her to exit her hole before attacking the Elite Rosie.



The final Little Sister encounter in all of Rapture takes place in Failsafe Armored Escorts, right near the overhead conveyor carrying the Big Daddy suits.

ATRIUM

Tenenbaum is none too pleased with you, but it doesn't take her long to come up with a possible solution. Search the corpse of the Big Daddy in the room and take the Suit Control System.

OBJECTIVE: FIND FONTAINE!

1

Fontaine has fled at your approach. Pursue him!



Fontaine was waiting for you to arrive in the Bathysphere Station but, after putting on a brief display of his plasmid prowess, has taken off running. Use Electro Bolt 3 to quickly shock and hack the two Security Bots he sends after you, and run to the Atrium. You'll arrive just in time to see Fontaine seal himself behind a door that you cannot open.



OBJECTIVE: BECOME A BIG DADDY

2

Fontaine has hidden in the Big Daddy Training Grounds. You'll need to become a Big Daddy in order to pursue him. Search the nearby labs for what you need.



Visit the Power to the People machine near the Big Daddy corpse and finish upgrading your fifth weapon. With that done, it's time to head down the eastern hall towards the Little Wonders Education Facility.



RAPTURE DIRECTORY: YOU ARE HERE



LITTLE WONDERS

OBJECTIVE: SMELL LIKE A BIG DADDY

3

Inside the Little Wonders Education Facility you can find the means to make yourself smell like a Big Daddy.



Lead the two Security Bots through the entrance hall to Little Wonders and go through the door at the end in a crouched position. A pair of Turrets in the room to the right begin firing at once. Take any photos you can, but remain out of sight and let the Security Bots destroy the Turrets. Hop onto the upturned table and crawl through the window to enter the room with the Turrets.





LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE ROSIE

There is an Elite Rosie and Little Sister just outside the room you just snuck into. Hit any Splicers you see with Enrage—they won't make much headway against the Elite Rosie, but they'll at least get out of your hair. Take any photos you can to possibly finish the research on the Rosie class of enemy. This will give you a very nice damage bonus. Wait out of sight for the Elite Rosie to head down the hall a slight bit then exit the room and set your Proximity Mine trap near the corner in the hallway. Once again, use a Heat-Seeking RPG to lure the Big Daddy into the Proximity Mines. A second Heat-Seeking RPG is likely to be all it takes to finish the battle.



Use the Door Control switch to open room #5 in the southwest corner of Little Wonders. Take the Big Daddy Pheromone Sample from the floor and continue the loop around the facility to the Autopsy room in the rear. Photograph, then hack the Security Camera mounted just inside the door and make your way to the back of the room where another Big Daddy Pheromone Sample and the **SafeCracker 2** tonic are located.



THE AMMO THAT KEEPS ON KILLING

The Crossbow's Steel-Tip Bolt is not only capable of killing most Splicers with a single shot, but the bolts can be retrieved from the corpse and used again. This is a great way to conserve ammunition.

Head up the north flight of stairs to the upper walkway and locate the third Big Daddy Pheromone Sample on the desk, near the Audio Diary. Now that you have three samples of Big Daddy stink, you're ready to move on and locate the voicebox next. Have a look around the upstairs of Little Wonders then follow the signs on the floor leading back to the Main Hall. Once on the Atrium Balcony, head north towards Optimized Eugenics.

OPTIMIZED EUGENICS

OBJECTIVE: SOUND LIKE A BIG DADDY

4

Inside Optimized Eugenics you can find the means to make yourself sound like a Big Daddy.



Approach the entrance to Optimized Eugenics and enter the right-hand decontamination room. Hack the Security Camera on the other side of the door and enter the first room on the right. Head to the back of the Live Subject Testing room and go through the door in the far corner. This is where you'll find the **Alarm Expert 2** tonic and, more importantly, the Voicebox Modification Machine. Approach the machine to have your voicebox permanently replaced with that of a Big Daddy.



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE ROSIE

There is a Little Sister that comes and goes via the hole next to the Voicebox Modification Machine. While you are in the Live Subject Testing room you may hear the sounds of the Little Sister in the hall outside, or you may instead hear the Big Daddy coming to get her. Either way, wait in the Live Subject Testing room for the Little Sister to make an appearance.

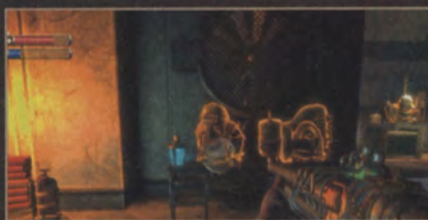
Once you have visual contact with the Little Sister and are certain that it isn't a lone Elite Rosie coming to get her, launch the attack. The room is small but the cabinets and equipment in the center provide ample cover and opportunity to strafe out of harm's way. Use Heat-Seeking RPGs and Frag Grenades to destroy the Elite Rosie.



OBJECTIVE: LOOK LIKE A BIG DADDY

5

Inside Failsafe Armored Escorts you can find the means to make yourself look like a Big Daddy.



You may have come to Optimized Eugenics for the voicebox, but there are numerous other reasons to have a look around this area. For starters, there is another Power to the People machine in the northwest corner of the area, in the Eugenic Analysis room—just beware of the two RPG Turrets! Additionally, you'll find two Audio Diaries in this area of Point Prometheus, so keep your eyes peeled if you hope to earn that "Historian" Achievement.



SAFE

Contents: 100 Dollars, 6 Incendiary Bolts



There is a safe sitting in the electrified water of the Backup Generator room. Although you can withstand the current with Electric Flesh 2 spliced into your system, those without that tonic need not feel left out. Use Electro Bolt 3 to enter the Security Monitoring room in the center of the Optimized Eugenics wing. There you find an emergency generator override switch. Pull the lever and run back around to the Backup Generator room and quickly hack the safe with an Automatic Hack Tool. Just be sure to get out of the water before the generator kicks back on.



MENDEL FAMILY LIBRARY



Exit the Optimized Eugenics wing and head south across the balcony and turn right to enter the library. Hack the Security Camera and RPG Turret near the entrance so you can explore peacefully. There is a **Damage Research**

2 tonic on the desk in the back of the library, as well as a pair of Big Daddy Boots. The Big Daddy Boots shouldn't be located in the library, obviously, but they are part of the uniform you need so be sure to take them.

FAILSAFE ARMORED ESCORTS

Head down the hall to the southern wing and go through the left-hand decontamination entrance. Quickly kill the Splicer commanding the Security Bots and hack them, so they will follow you around. Enter the Candidate Induction area on the left and take one of the numerous Big Daddy Helmets in the room. Also, be sure to pick up the **Hacker's Delight 3** tonic.



LITTLE SISTER ENCOUNTER

BIG DADDY: ELITE ROSIE

Exit the Candidate Induction area through the southern door. This brings you to the main Big Daddy suit assembly area. It's also where the final Little Sister encounter takes place. Use Enrage to have the Splicers in the area start attacking the Elite Rosie while you capture the photos you need.

There's little reason for you to fear the Elite Rosie at this point, especially after finding the Damage Research 2 tonic. Just grab your Grenade Launcher, load it up with Frag Grenades, and fire one after another at the lumbering beast. And just think, you're only moments away from looking like that yourself!



Pick out one of the Big Daddy Bodysuits hanging on the hooks to complete your transformation into becoming a Big Daddy. This bodysuit gives you a 25% resistance to all damage.

WEAPONS STORAGE

The door to the small Weapons Storage booth can be easily hacked, but the passcode was revealed in an earlier Audio Diary. Enter the code "1921" to gain access to the wealth of ammunition inside.



Tenenbaum harps on you to return to the Main Hall and continue the pursuit of Fontaine, but you should definitely have a look around the rest of Failsafe Armored Escorts. The upper floor of the Suit Assembly area has several Audio Diaries and a safe and another Audio Diary can be found in the Candidate Conversion area.

SAFE

Contents: 2 Steel Screws, 12 Antipersonnel Auto Rounds, 3 Kerosene



There is a safe in the back corner of the Candidate Conversion area on the lower level of the Failsafe Armored Escorts wing. This could be a good safe to hack open if you're still trying to get a few more inventions for the "Avid Inventor" Achievement.

YOU'RE ONE OF THEM NOW

Notice something different now that you are a Big Daddy? None of the Turrets or Splicers attack you anymore. Of course, you can still hack Turrets and Security Cameras if you want, or take research photos of them if you need to, but there's no reason to fight any of the Splicers unless for some reason they attack. This allows you to save ammunition.

OBJECTIVE: SUMMON A LITTLE SISTER

6

In order to pursue Fontaine through the Proving Grounds, you'll need to bring a Little Sister with you.



When done exploring the far corners of Point Prometheus, exit the Failsafe Armored Escorts area and follow the signs on the floor back to the Main Hall. Descend the stairs to the Atrium and use the Wrench to bang on the vent so the Little Sister knows it's safe to come out. She'll crawl through the small opening in the door and open it from the other side. It's time to escort her through the Proving Grounds.



PROVING GROUNDS

There's no way that Jack, Tenenbaum or even Andrew Ryan could have foreseen the lengths Jack would go to kill Fontaine. He's giving up life as he knew it, as a human that is, to willingly become a Big Daddy—all so he can get past a couple of locked doors. Of course, it's not a guarantee that Jack has what it takes to risk his life to protect the Little Sister in his care. After all, it wasn't long ago when he was eagerly looking forward to harvesting those little brats.

OBJECTIVES

1

Escort the Little Sister.



3

Take the Elevator to Confront Fontaine!



2

Get the Adam Harvesting Tool.



MUSEUM LOBBY

OBJECTIVE: ESCORT THE LITTLE SISTER

1

Only a Little Sister can unlock the doors in the Proving Grounds so that you can reach Fontaine. Keep her alive as long as you can. If she dies, summon another Little Sister from any glowing vent by banging on it with your Wrench.



The Little Sister is very excited to head through the museum that serves as the Proving Grounds for newly inducted Big Daddies. The Proving Grounds consist of a circuitous path through a museum crawling with Splicers, Turrets, and Security Cameras. There are several stations where the Little Sister must stop and extract the Adam from a target corpse and it is during these times that you must really work hard to protect her. Keep the Incinerate 3 plasmid ready in your left hand and the Machine Gun in your right. The Antipersonnel Auto Rounds should serve you well here.

SAVE THE SISTERS

It is important to note that once you directly damage a Splicer, that Splicer will stop attacking a Little Sister and focus its anger on you. So, in many situations, the best defense is a good offense.

Follow the Little Sister into the Museum Lobby, but let her run up the stairs ahead of you for the moment. Head down the path to the left to quickly explore the Gift Shop—the Circus of Values machine there carries most types of ammunition.

SECURITY BOTS FOR SAFETY

Be sure to hack any Security Bots and Security Cameras you encounter, since they go a long way towards keeping the Little Sister safe. There will be times when numerous Splicers attack from all directions and having a small group of mechanical gunners watching your back will be a welcome addition.

Follow the Little Sister around the balcony of the Central Atrium (you can quickly explore the small side-room to the north) and through the door to the left. Continue down the stairs into the South Wing.

RAPTURE DIRECTORY: YOU ARE HERE



SOUTH WING

Run ahead of the Little Sister once you are in the South Wing and hack the Security Camera over the test subject. The Little Sister will spend roughly two minutes at the end of the hall draining Adam from the corpse on display and it's up to you to protect her. Splicers come at this location from both directions of this U-shaped wing and, although the Security Camera and Security Bots are a big help, you're going to have to cover her. Fire several Trap Bolts into the walls on either hallway to slow down the Splicers as they attack. Use Antipersonnel Auto Rounds as well as the Shotgun should they get close, and try to take the bullets for her.



She'll eventually get up and continue on her way towards the Central Atrium. The second test subject is not far after the first, so reload your weapon and be ready for another battle. Fortunately, there are more nearby Security Cameras and Turrets that you can hack to gain the upper hand.

PHOTO-OP!

An Elite Bouncer appears on the upper balcony of the Central Atrium directly across from where you enter. If you haven't fully researched the Elite Bouncer yet, this is your chance to grab a few quick shots.

NORTH WING

Follow the Little Sister through the Central Atrium and onward into the North Wing. Try to keep ahead of her and continue to hack the Security Cameras and Turrets, since the Spider Splicers in this area are hard to see against the darkened ceiling. If you have a lull in the action, try setting up a perimeter defense to better protect the Little Sister. String up a couple Trap Bolts or Proximity Mines to minimize the number of attackers you'll have to face at once.



ELITE BOUNCER ATTACKS!

An Elite Bouncer comes crashing through the wall in one of the final museum exhibits before you exit the North Wing. It won't attack the Little Sister, but it will bring its massive drill and melee attacks at you in a hurry. Back away and fire a series of Frag Grenades at it. Head inside the hole it made in the wall and search the area for weapons and ammo.

The Little Sister leads you back through the upper balcony of the Central Atrium and to the exit.

SAFE

Contents: 12 Liquid Nitrogen, 8 Electric Buck, 5 Incendiary Bolts

Before following the Little Sister to the exit, head around the corner on the balcony and search the short corridor beyond the bronze gate. There is a safe in the corner of this otherwise vacant passageway.



OBJECTIVE: GET THE ADAM HARVESTING TOOL

2

You will need the Adam Harvesting Tool that the Little Sister gave you to defeat Fontaine. Take it.



The Little Sister has returned to the ventilation hole up the steps but she has something for you. Take the Adam Harvesting Tool she's holding out for you—you'll need it to kill Fontaine.

OBJECTIVE: TAKE THE ELEVATOR TO CONFRONT FONTAINE!

3

The elevator at the end of the Proving Grounds takes you to Fontaine. Be prepared before you leave, since there is no way to return from this fight!



NO TURNING BACK NOW

It's important to ready yourself for battle now because when you head up the elevator to fight Fontaine, there's not going to be a chance to come back down. Use the U-Invent, El Ammo Bandito, and Circus of Values machines at this end of the Proving Grounds to top off all of your ammunition supplies, especially Antipersonnel Auto Rounds and Heat-Seeking RPGs. Additionally, use the Gene Bank to make sure that you have the Human Inferno, Electric Flesh, and Frozen Field tonics spliced. Similarly, make sure you are equipped with the Incinerate, Electro Bolt, and Winter Blast plasmids. Armored Shell and SportBoost are also worth installing if you haven't already done so.



FONTAINE

Fontaine is a man who believes in taking what's owed to him—as well as what isn't. To him, Rapture is nothing but a sinking ship and always has been, and now he has a way out. Jack has been a life raft decades in the making, a tool Fontaine has waited a small eternity for to return and do his bidding. He took Jack at birth and sent him to live a fake life only to summon him back with a murderous pull-string implanted in his mind. It's time Big Daddy Jack shows Fontaine just how good at killing he has become...

OBJECTIVE

1

Drain Adam
from Fontaine!



FONTAINE'S LAIR

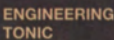
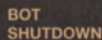
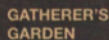
OBJECTIVE: DRAIN ADAM FROM FONTAINE!

1

Fontaine has infused himself with a massive dose of Adam. Your only hope of killing him is to drain the Adam out of him. When he is in the Adam inducer device you can drain his Adam. He will only return to the inducer when physically weakened.

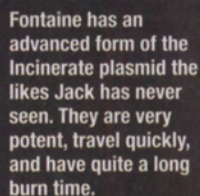


Fontaine is strapped to the Adam inducer in the center of his lair and is currently not a threat. Have a quick look around his lair to note the location of the Health Station, Bot Shutdown Terminal, and Gene Bank. Also, there are a couple of storage crates that you can pilfer if in need of some last minute money for the Bot Shutdown station.



All of that Adam the Little Sisters have been collecting had to go somewhere. That somewhere is Fontaine. The power-hungry weasel of Rapture has built a complex Adam inducer that continuously pumps an ocean's worth of the precious gene-altering nectar through his system. Sure, Fontaine derides the lowlife Splicers as being hooked on Adam, but the truth is that he is as reliant on Adam as anyone in Rapture. Take his Adam and you take his strength.

FIREBALLS



Rather than waste his time with a minor plasmid like Electro Bolt, Fontaine has the power to fire balls of electrified plasma that are capable of inflicting mass damage and stunning you for several seconds.

This attack is similar to Jack's Winter Blast plasmid, only a stronger version. Watch for Fontaine to unleash an icicle-laden stream that shoots across the floor in Jack's direction. If you are hit, you will be frozen solid for a time while Fontaine continues to attack.

BATTLE PLAN

Before you climb the ramp to Fontaine's body and use the Adam Harvester the Little Sister gave you, make sure you have the SportBoost 2 tonic installed, since the extra agility will come in handy. Equip the

Winter Blast 3 plasmid and approach Fontaine. Follow the on-screen prompt to drain him of the first of four bottles of Adam. Now get ready for battle.



Fontaine returns to the Adam inducer once his health has been fully depleted. This allows him to replenish his lost health, but it also gives you time to do the same. Switch to the Incinerate 3 plasmid, reload the Grenade Launcher with Heat-Seeking RPGs, and head up the ramp to drain him of his second bottle of Adam.

The second phase of the battle is similar to the first, only Fontaine now relies on an ice-based attack. Use Incinerate to counter this frosty attack and stay on the move to avoid the streams of ice heading your way. To make matters worse, Fontaine summons a pair of Security Bots to aid him in this stage of the battle. Light him up with the Incinerate 3 plasmid and run over to the Bot Shutdown Terminal and spend the 20 dollars it costs to disable the Security Bots. Continue to dodge Fontaine's ice attacks and ready a Heat-Seeking RPG. He'll likely go streaking past the Bot Security Terminal towards a pair of fuel cylinders—look to hit him with a Heat-Seeking RPG while he's next to these cylinders to amplify the damage.



Quickly hack the disabled Security Bot while Fontaine is back in his Adam inducer apparatus, but don't take too long because he will exit the chair on his own if you delay. Run up the ramp and take the third bottle of Adam while you can.

The third and final phase of the battle is the most intense. Fontaine not only switches to a lightning and plasma attack, but he also summons several Splicers to surround you—the Security Bot comes in handy now more than ever! Continue to use the Incinerate plasmid and any Heat-Seeking RPGs you have left. If you run out, switch to the Machine Gun and load it up with Antipersonnel Auto Rounds. Stay on the move, ignore the Splicers, and make sure the Fontaine is constantly on fire. That way, even when you're fleeing his attacks he'll be taking some damage. Dodge his dash attacks and unload on him after he comes to a halt.

Fontaine returns to the Adam inducer in attempt to refill his health once again. Rush to the machine and drain him of the fourth and final bottle of Adam before he can return to battle.



NO SAVING

It is important to note that you cannot save during this fight, nor is there a Vita-Chamber to rely upon. However, the game does autosave as soon as you enter this arena. You must defeat Fontaine completely without letting your health drop to zero.

Fontaine leaps from the machine and launch his fireball attack at you as you scramble back to your feet. Immediately strafe to the side and hit him with Winter Blast 3. Don't worry about firing your conventional weapons at him while he's frozen, since you aren't going to break the ice before he thaws. Instead, grab the Grenade Launcher and wait for him to thaw—the ice should keep him stationary and give you a clean shot. Hit him as soon as he thaws and quickly resume strafing. Fontaine zips across the arena at tremendous speeds in attempt to scorch you. He'll also continue to throw fireballs. Continue strafing in circles to avoid him and use the Winter Blast 3 plasmid to freeze him in place, then ready up another Heat-Seeking RPG or Incendiary Bolt and hit him with it as soon as he thaws.



THE CONCLUSION

So what becomes of Jack? The way this story ends depends on how you responded to the moral dilemma presented with each Little Sister encounter. Did you greedily harvest them in hopes of collecting as much Adam as possible? Or, did you see the plea for help inside their eyes and save these girls from the unfortunate fate dealt them by the adults they trusted?

Popular belief states that people don't change their ways; we are who we are. And there is no such thing as being just a little evil or just a bit greedy. Whether you harvested 2 of the Little Sisters or 20 of them matters not. You took advantage of a helpless child. But you couldn't help it, it's your nature. And you will see the results of what this type of thirst for power can do to a man. On the other hand, if your moral compass led you to rescue each and every Little Sister that came across your path, you are to be commended. And you will see what's in store for one with such nobility.

Regardless of your decisions, you've reached the end of Bioshock. Now get back at it and try to see the other ending!

ACHIEVEMENT & TROPHY GUIDE

GAME COMPLETION SERIES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	COMPLETED WELCOME	10	BRONZE	Successfully complete the Welcome to Rapture level. Make your way from the initial Bathysphere Station, through the Kashmir Restaurant and over to the Transit Hub where Atlas will guide you to the Medical Pavilion. This level in the game is essentially an introductory tutorial and should not prove to be very challenging.
	DEFEATED DR. STEINMAN	10	BRONZE	The player has defeated the crazed Dr. Steinman. Obtain the Telekinesis plasmid and make your way to Aesthetic Ideals in the "Medical Pavilion" chapter and engage the lunatic cosmetic surgeon in battle. Having a Security Bot on your side makes this battle much easier. Use the Shotgun and Electro Bolt to defeat Dr. Steinman while the Security Bot distracts him from you.
	DEFEATED PEACH WILKINS	15	BRONZE	The player has defeated Peach Wilkins. You'll encounter this untrusting old man masquerading as a Nitro Splicer in the Fontaine Fisheries during the "Neptune's Bounty" chapter, shortly after dumping your weapons into the pneumatic tube. Use Enrage to turn the Leadhead Splicers on him and look to pick up a Pistol from one of the corpses so you don't have to fight without a gun. Continue to burn him with Incinerate and either open fire with the gun or use the added power of the Wrench Jockey tonic to bash his skull in.
	RESTORED THE FOREST	15	BRONZE	The player has restored the forests of Arcadia. You'll unlock this Achievement / Trophy after allowing the Lazarus Vector to circulate throughout the Arcadia irrigation system. Hold off the Splicers that attack then, use the Misting Control to deploy the vector and restore the forest. Complete the "Restoring Arcadia" chapter to earn this Achievement / Trophy.
	COMPLETED COHEN'S MASTERPIECE	30	BRONZE	The player has completed Sander Cohen's great masterpiece. Players earn this Achievement / Trophy for completing the "Fort Frolic" portion of the game. To complete the masterpiece, players must kill and photograph four specific enemies of Sander Cohen and place them on his Quadtych statue.
	DEFEATED ANDREW RYAN	30	BRONZE	The player has defeated Andrew Ryan Would you kindly make your way through Hephaestus to Ryan's Office and kill Mr. Andrew Ryan? Survive this encounter during the "Rapture Central Control" chapter to earn this Achievement / Trophy.
	BROKE FONTAINE'S MIND CONTROL	30	BRONZE	The player has broken Fontaine's mind control. Tenenbaum was able to help limit Fontaine's control over you, but his mind-control plasmids were very strong. You'll need to seek out two doses of the Lot 192 Remedy in order to break free of his control. You'll earn this Achievement / Trophy when you find the dose of Lot 192 in Suchong's clinic in the "Apollo Square" chapter, and the dose of 192 from Fontaine's Suite.
	BECAME A BIG DADDY	30	BRONZE	The player has become a Big Daddy. There are many steps to becoming a Big Daddy but, if you make it to the "Point Prometheus" chapter and follow the instructions given, you'll make the transformation and unlock this Achievement / Trophy.
	DEFEATED ATLAS	100	BRONZE	The player has defeated Atlas. You'll square off against Atlas during the final chapter of the game. Complete the "Fontaine" chapter and beat the game to earn this Achievement / Trophy.

CRAFTING SERIES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	BASIC INVENTOR	5	BRONZE	Successfully invent at least one item. You'll encounter your first U-Invent machine in the "Arcadia" chapter. Use the various invention components you collected in crates and off of corpses to craft an item available at the machine. You only need to make one item to earn this Trophy and don't forget that U-Invent machines can be hacked as well, thus lowering the component requirements for each invention.
	AVID INVENTOR	10	BRONZE	Successfully invent at least 100 items. The only way to earn this Trophy is to search high and low for the various invention components while playing the game. Search every corpse, open every storage crate, and don't let a stone go unturned. Of course, even by collecting all of these items, you're unlikely to earn this Trophy if you don't spend them wisely. Be sure to always hack the U-Invent machines to lower the requirements. Furthermore, be sure to use the Clever Inventor tonic once you acquire it in "Olympus Heights" to further reduce the component requirements. If you really make an effort to do so, you should be able to unlock this Trophy during the "Point Prometheus" chapter.
	AMMO INVENTOR	25	BRONZE	Successfully invent all possible ammo types. Use the U-Invent machines you encounter to create at least one batch of each weapon's third ammunition type. This includes the Heat-Seeking RPG, Trap Bolt, Electric Gel, Armor-Piercing Auto Rounds, Exploding Buck, and Antipersonnel Pistol Rounds. Collect all of the invention components you can find, so you have enough items in your possession to earn this Trophy during the "Fort Frolic" chapter. The U-Invent machine near the entrance to this area has all of the ammo types listed here.

PLASMID MASTERY SERIES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	MAXED ONE TRACK	20	BRONZE	Purchased every slot in one of the Plasmid or Tonic tracks. It's up to you to decide when to earn this Achievement / Trophy based on how you handle the Little Sister encounters and to how diversified you'd like to make your plasmid and tonic collection. Taking a balanced approach to slot purchases will likely net you this Achievement / Trophy during the "Fort Frolic" chapter. You may want to purchase every available plasmid or physical tonic slot first.
	MAXED ALL TRACKS	50	BRONZE	Purchased every slot in all four Plasmid and Tonic tracks. There are six slots in each of the four tracks, but you'll only begin with two slots per track. Use the Gatherer's Garden machines to purchase the extra slots one-by-one throughout your time in Rapture. There are opportunities to buy additional slots and unlock this Achievement / Trophy right up until the "Proving Grounds" chapter, but it is possible to earn it much sooner.
	BOUGHT ONE SLOT	5	BRONZE	Purchased one slot in any Plasmid or Tonic track. Plasmid Slots cost 100 Adam, but are worth every last drop. The first opportunity you'll have to purchase a Plasmid Slot is at the Gatherer's Garden in the Lower Wharf of the "Neptune's Bounty" chapter. Don't pass on the opportunity.

WEAPON UPGRADE SERIES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	UPGRADED A WEAPON	5	BRONZE	Acquire at least one weapon upgrade. Weapon upgrades are free, provided you find a Power to the People machine. The first such machine is located in the Freezer Bottom Floor during the "Neptune's Bounty" chapter. You may want to select the Pistol Clip Size upgrade first.
	ONE FULLY UPGRADED WEAPON	5	BRONZE	Fully upgrade one weapon. Each weapon has two possible upgrades that can be obtained for them through the Power to the People machines. There are two such machines in "Arcadia" and you may want to grab the two Pistol upgrades right away. This not only serves you well in the game, but also helps you earn this Achievement / Trophy much faster.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	TWO FULLY UPGRADED WEAPONS	5	BRONZE	Fully upgrade two weapons. It's possible to earn this Achievement / Trophy during the "Fort Frolic" chapter if you continue to upgrade one weapon at a time. The Power to the People machine you'll encounter in the tobacco shop in Fort Frolic is the fourth such machine you'll encounter in Rapture. You may want to fully upgrade the Pistol and Shotgun first.
	THREE FULLY UPGRADED WEAPONS	10	BRONZE	Fully upgrade three weapons. You'll find your sixth Power to the People machine en-route to the Heat Monitoring area in Hephaestus. If you don't spread out your upgrades across too many weapons, you can unlock this Achievement / Trophy at that point.
	FOUR FULLY UPGRADED WEAPONS	10	BRONZE	Fully upgrade four weapons. The eighth Power to the People machine is located in Mercury Suites. You'll find this machine during the "Olympus Heights" chapter. It's on the rear of the elevator tower in the lobby.
	FIVE FULLY UPGRADED WEAPONS	10	BRONZE	Fully upgrade five weapons. If you upgrade one weapon at a time, you'll be able to earn this Achievement / Trophy early on during the "Point Prometheus" chapter. That's where the tenth Power to the People machine is located.
	WEAPON SPECIALIST	20	BRONZE	Acquire all upgrades for all weapons. There are a total of 12 Power to the People machines in Rapture and each of them can only be used once. In order to unlock this Achievement / Trophy when you reach the final Power to the People machine during the "Point Prometheus" chapter, you will need to find all of the previous eleven machines. Consult the maps and text in the "City Directory" portion of this book for the locations of these machines.

RESEARCH SERIES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	FULLY RESEARCHED THUG SPLICER	10	BRONZE	Fully research the Thuggish Splicer. Thuggish Splicers are very common throughout Rapture, but you will go a while without seeing too many once you acquire the Research Camera. If you take plenty of photos of those you do encounter, especially while trying to complete Cohen's Masterpiece, you should unlock this Achievement / Trophy during the "Fort Frolic" chapter.
	FULLY RESEARCHED GUN SPLICER	10	BRONZE	Fully research the Leadhead Splicer. Continue to shoot Research Photos of Leadhead Splicers until you reach Research Level 5. It's possible to earn this Achievement / Trophy by the end of the "Arcadia" chapter if you are diligent and photograph most every Leadhead Splicer you encounter.
	FULLY RESEARCHED SPIDER SPLICER	10	BRONZE	Fully research the Spider Splicer. Spider Splicers make great photographs, especially if you manage to capture them during their ceiling-crawls, or while performing a cartwheel. Although you won't encounter many Spider Splicers in Arcadia, you can earn this Achievement / Trophy during the "Fort Frolic" chapter if you're diligent in your research.
	FULLY RESEARCHED HOUDINI SPLICER	10	BRONZE	Fully research the Houdini Splicer. The Houdini Splicer is a dangerous foe, not to mention a wily one given its ability to vanish into a cloud of red smoke. Take as many photos of the Houdini Splicer as you can while dodging its fire balls and you just might finish researching it during the "Hephaestus" chapter.
	FULLY RESEARCHED NITRO SPLICER	10	BRONZE	Fully research the Nitro Splicer. Nitro Splicers make their debut in Smuggler's Bounty, but you won't see many of them again until you reach the later areas of the game, especially the "Olympus Heights" chapter. By then you should have the Photographer's Eye Two tonic and enough film to squeeze enough quality research photos out of them to earn this Achievement / Trophy before long.
	FULLY RESEARCHED ROSIE	10	BRONZE	Fully research the Rosie. You won't encounter a Rosie (or Elite Rosie) in every section of Rapture, so make sure to take the best photograph you can when you do encounter them. Use the Photographer's Eye tonic to increase the research score and continue photographing them until the photos score so low that they can no longer be taken. Oftentimes, you can photograph additional Rosies if you return to areas where a Little Sister was taken. Keep at it and you should unlock this Achievement / Trophy during the "Point Prometheus" chapter.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	FULLY RESEARCHED BOUNCER	10	BRONZE	Fully research the Bouncer. Like the Rosie, you won't encounter a Bouncer (or Elite Bouncer) in every area in Rapture, but you should see enough of them later in the game so as to make up for lost opportunities early on. Continue taking as many photographs of the Bouncer as you can until they no longer score well enough for the photo to register. Try to include the accompanying Little Sister in the photo for a Multiple Targets bonus. Also, return to the areas where Little Sisters were taken and keep your eyes peeled for additional Bouncers that come to look for her. It's not going to be easy, but you will have one last chance at unlocking this Achievement / Trophy during the "Proving Grounds" chapter. Note that Bouncers aren't as common as Rosies are later in the game, so take as many photos as you can early on.
	FULLY RESEARCHED LITTLE SISTER	10	BRONZE	Fully research the Little Sister. You only get a couple of opportunities to photograph a Little Sister in each area you visit, so make them count! Take your photographs before attacking the Big Daddy so you can get the Multiple Subjects bonus and higher Research Scores. Continue taking photos of each Little Sister until the photo score is too low to be counted. If you remember to photograph each and every Little Sister you encounter dutifully, you should earn this Achievement / Trophy by the time you reach the "Point Prometheus" chapter.
	PROLIFIC PHOTOGRAPHER	5	BRONZE	Take at least one photo in every research group. Earning this Achievement / Trophy requires that you take a Research Photograph of each of the following: Turret, Security Bot, Security Camera, Thuggish Splicer, Leadhead Splicer, Spider Splicer, Houdini Splicer, Nitro Splicer, Little Sister, Rosie, and Bouncer. So long as you collect photos of each type of enemy along the way, you can earn this Achievement / Trophy during the "Fort Frolic" chapter by photographing the Elite Bouncer you encounter.
	RESEARCH PHD	20	BRONZE	Max out all possible research. It's easy to get caught up in the action and forget to take enough research photos to max out the research bonuses for every subject, especially when it comes to Turrets, Security Cameras, and Security Bots, since you can't photograph them after hacking them. Keep the Research Camera handy at all times, stock up on Film, and use the Photographer's Eye tonics to boost your Research Scores. Keep at it throughout the entire game and you just might earn this Achievement / Trophy during the "Point Prometheus" chapter. Read the "Life Underwater" chapter for specific photography tips to boost your Research Scores.
	QUALITY RESEARCH PHOTO	20	BRONZE	Take a Research Photo of the highest grade. To earn this Achievement / Trophy you simply have to take a photo that is given an "A" grade. To do so, try to take a close-up of an enemy while it is attacking you, or look for an opportunity to capture multiple enemies in the same photo. If you take enough pictures, you are bound to get one that is worth a perfect grade.
	RESEARCHED A SPLICER	5	BRONZE	Take at least one Research Photo of a Splicer. This Achievement / Trophy is awarded the first time you take a photograph of any type of Splicer, regardless of the quality of the photo. There's no better time to earn it than immediately after acquiring the Research Camera, during the "Neptune's Bounty" chapter. Pick up the Research Camera and photograph the Spider Slicer on the other side of the window.

HACKING SERIES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	ONE SUCCESSFUL HACK	5	BRONZE	Perform at least one successful hack. You'll have to hack the Security Bot stuck between the doors to Emergency Access at the start of the "Medical Pavilion" chapter. This is an easy hack to perform and provides a nice introduction to the hacking game mechanic.
	HACKED A SECURITY BOT	10	BRONZE	Successfully hack a Security Bot. You'll get this Achievement / Trophy at the start of the "Medical Pavilion" chapter while trying to reach Emergency Access. Follow the on-screen instructions and hack the Security Bot that is stuck between the sliding doors.
	HACKED A SECURITY CAMERA	10	BRONZE	Successfully hack a Security Camera. Of course, there are dozens of Security Cameras that can be hacked, but if you want to earn this Achievement / Trophy quickly, just hack the Security Camera in the Dandy Dental area of the "Medical Pavilion" chapter. Sneak behind the furnace to hide from the camera, then hit it with Electro Bolt to stun it. Run underneath the camera and look straight up at it to get the hacking prompt.
	HACKED A TURRET	10	BRONZE	Successfully hack a Turret. The first Turret you'll encounter is in the Medical Pavilion Foyer, just around the bend from the entrance during the "Medical Pavilion" chapter. Hit it with Electro Bolt then run up and hack it before it resumes firing. Hacking a Turret is a little more difficult than vending machines, as there are override panels in the grid that serve to block the flow. Direct the current around them or suffer the damage.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	HACKED CIRCUS OF VALUES MACHINE	10	BRONZE	Successfully hack a Circus of Values machine. Hack the Security Bot stuck between the doors to Emergency Access in the "Medical Pavilion" chapter then immediately turn to the left and hack the vending machine there. This is the first Circus of Values machine you'll encounter and, although the grid is larger than that of the Security Bot, it's not a difficult machine to hack.
	HACKED A SAFE	10	BRONZE	Successfully hack a safe. Safes are by far the hardest objects to hack in the world of Rapture. Nevertheless, they also contain the best items and are worth the effort. The first safe you'll encounter is in the Twilight Fields funeral parlor in the "Medical Pavilion" chapter. Use the Automatic Hacking Tool from the locked office on the other side of the room to hack it quickly and safely, since you don't need to manually hack it in order to earn the Achievement / Trophy.
	SKILLED HACKER	40	BRONZE	Successfully complete 50 hacks. Thorough players should earn this Achievement / Trophy sometime during their first visit to Arcadia or shortly thereafter. Every time you hack a vending machine, Turret, Security Bot, safe, or Security Camera it counts towards this Achievement / Trophy. Best of all, you don't have to physically perform the hacking yourself. You can use the buyout option or use the Automatic Hack Tool and it still counts towards this Achievement / Trophy.

SPECIAL SERIES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	LITTLE SISTER SAVIOR	100	SILVER	Complete the game without harvesting any Little Sisters. You may want to save this Achievement/Trophy for a second play-through, since rescuing all of the Little Sisters makes the early part of the game much more difficult as you make do with less ADAM. That said, Tenenbaum makes sure to have the Little Sisters give you a reward consisting of 200 Adam and a new plasmid or tonic for every three Little Sisters you rescue. Rescue all 21 Little Sisters in Rapture without harvesting any of them to earn this Achievement/Trophy.
	TONIC COLLECTOR	50	BRONZE	Collect or Invent 53 Tonics in the Physical, Engineering, and Combat tracks. Collecting all 53 Physical, Engineering, and Combat Tonics takes some planning. For starters, you have to rescue all of the Little Sisters, as several of the tonics can only be obtained by earning rewards from Tenenbaum. Additionally, you have to be a master photographer and thoroughly research each species of Splicer so as to earn the tonics gained through research bonuses. And speaking of being thorough, you also need to search far and wide throughout Rapture to find the tonics located off the beaten track. The maps in the "City Directory" portion of this book will help you find all of the ones scattered about the environment. Lastly, spend your Adam wisely. Limit the amount of Health and EVE Upgrades you purchase and don't try to collect every plasmid—there is no Achievement / Trophy for collecting every plasmid. Focus your Adam spending on the plasmids that you use the most—Incinerate and Electro Bolt for example—and instead purchase every tonic that becomes available. The "Evolve Today" chapter will help you differentiate by name so you don't accidentally buy a plasmid thinking it's a tonic. Follow these tips and you should unlock this Achievement / Trophy by the end of the game.
	HISTORIAN	50	SILVER	Find every audio diary. There are 122 Audio Diaries scattered throughout Rapture and you must pick up each and every one of them to unlock this Achievement / Trophy. The following table lists all Audio Diaries with a brief description of their locations. Each of these Audio Diaries is also marked on the maps in the walkthrough.

AUDIO DIARY LOCATIONS

NO.	TITLE	AUTHOR	LOCATION
1	New Year's Eve Alone	Diane McClintock	Kashmir Bottom Floor, on table.
2	Hole in the Bathroom Wall	Steve Barker	Kashmir Restaurant, in "Dames" restroom.
3	Released Today	Diane McClintock	Medical Pavilion Foyer, on the reception desk.
4	Adam's Changes	Steinman	Emergency Access, on the desk.
5	Higher Standards	Steinman	Medical Pavilion Foyer, on the wall near the entrance.
6	Parasite Expectations	Andrew Ryan	Medical Pavilion Foyer, on the reception desk near surgery.
7	Limits of Imagination	Steinman	Medical Pavilion Foyer, on wall near hall towards Eternal Flame.
8	Love for Science	Tenenbaum	Medical Pavilion Foyer, in lobby near Health Station.
9	Vandalism	Andrew Ryan	Medical Pavilion Foyer, near vending machines.
10	Freezing Pipes	McDonagh	Medical Pavilion Foyer, near base of stairs.
11	Surgery's Picasso	Steinman	Eternal Flame, in the entrance room near the memorial.
12	Enrage Trial	Suchong	Kure All, on the floor in the corner of the main room.
13	Plasmids are the Paint	Suchong	Painless Dental, on the desk in the corner near the stuffed bear.

AUDIO DIARY LOCATIONS

NO.	TITLE	AUTHOR	LOCATION
14	Useless Experiments	Tenenbaum	Dandy Dental, on the floor near the entrance to the offices.
15	Testing Telekinesis	Suchong	Dandy Dental, on the floor near the Gatherer's Garden vending machine.
16	Symmetry	Steinman	Surgery Foyer, on the wall beyond the pile of debris.
17	Aphrodite Waking	Steinman	Surgery, on a desk in the operating room to the north.
18	Not What She Wanted	Steinman	Surgery, search the corpse that Dr. Steinman was operating on.
19	Gatherer's Vulnerability	Steinman	Lounge, on ground near Gatherer's Garden vending machine.
20	Bathysphere Keys	Sullivan	Lower Wharf, under the boardwalk on the south end of the wharf.
21	Timmy H. Interrogation	Sullivan	Lower Wharf, in the interrogation room in the water.
22	Fontaine Must Go	Andrew Ryan	Lower Wharf, crawl under the metal grating near the pipes.
23	Finding the Sea Slug	Tenenbaum	Upper Wharf, on the table across from stairwell entrance.
24	Masha Come Home	Mariska Lutz	Upper Wharf, on floor in corner where Little Sister was.
25	Picked Up Timmy H.	Sullivan	Upper Wharf, search the corpse in the corner near Little Sister.
26	Watch Fontaine	Andrew Ryan	Upper Wharf, next to Circus of Values machine.
27	Have My Badge	Sullivan	Wharf Master's Office, on the desk in the office.
28	Adam Discovery	Tenenbaum	Upper Wharf, in a crate below the ledge in the Wharfmaster's office.
29	Eden Leaking	McDonagh	Upper Wharf, in hallway on way to Jet Postal.
30	Fontaine's Smugglers	Tenenbaum	Jet Postal, on the bench in the glass tube.
31	Death Penalty in Rapture	Andrew Ryan	Jet Postal, on the desk near the vending machine.
32	Smuggling Ring	Sullivan	Fighting McDonagh, on the bar table near the center of the room.
33	Working Late Again	Andrew Ryan	Fighting McDonagh, on a bar table near the windows.
34	Rapture Changing	McDonagh	Fighting McDonagh, on the desk in the large office in the basement.
35	Meeting Ryan	McDonagh	Fighting McDonagh, crawl through the water-filled ventilation back towards the Gene Bank and entrance.
36	Arresting Fontaine	McDonagh	Fighting McDonagh, in room #6 upstairs.
37	Saw Masha Today	Mariska Lutz	Fighting McDonagh, in room #7 upstairs.
38	Putting the Screws On	Peach Wilkins	Freezer Bottom Floor, in the freezer next to the safe.
39	Meeting With Fontaine	Peach Wilkins	Storage Cave, on the ground near the numerous crates.
40	Kraut Scientist	Frank Fontaine	Control Room, in the locked storage cave on the lower floor.
41	Offered a Deal	Peach Wilkins	Submarine Bay, on the dock leading towards Arcadia.
42	Seeing Ghosts	McDonagh	Tea Garden, on the ground off to the left.
43	Mass Producing Adam	Tenenbaum	Tea Garden, on the ground near chairs.
44	Big Night Out	Dieter Sonnekalb	Tea Garden, on the ground near the park bench and ghosts.
45	Arcadia Closed	Langford	Tea Garden, up the stairs on the desk near the Gene Bank.
46	The Market is Patient	Andrew Ryan	Waterfall Grottos, on the park bench near the U-Invent machine of the upper level.
47	Early Tests Promising	Langford	Waterfall Grottos, near the water wheel in the lower level.
48	Offer a Better Product	Andrew Ryan	Waterfall Grottos, on the lower level near the waterwheel.
49	Heroes and Criminals	Diane McClintock	Waterfall Grottos, in the locked machinery room atop the stairs.
50	Shouldn't Have Come	Mariska Lutz	Lower Rolling Hills, on the bench near the stairs.
51	The Saturnine	Langford	Lower Rolling Hills, in the cave behind the waterfall.
52	Arcadia and Oxygen	Langford	Tree Farm, near the crate on the landing near entrance.
53	What Won't They Steal	Langford	Research Laboratories, just inside the entrance.
54	Teaching an Old Hound	Langford	Research Laboratories, on the table inside the second room.
55	Lazarus Vector	Langford	Langford's Office, search Julie Langford's body.
56	Lazarus Vector Formula	Langford	Langford's Office, inside the wall safe in Julie's lab.
57	Maternal Instinct	Tenenbaum	Tree Farm, on the steps heading to Farmer's Market.
58	Bee Enzyme	Tasha Denu	Farmer's Market Entrance, on the ground near the pneumo tube.
59	First Encounter	Andrew Ryan	Farmer's Market, near the Bouncer corpse in the lower storage room.
60	Hatred	Tenenbaum	Farmer's Market, on a desk in the lower storage room.
61	Desperate Times	Andrew Ryan	Farmer's Market, in the crawlspace that links to the freezer.
62	Pulling Together	Andrew Ryan	Farmer's Market, on the counter of the meat market.
63	Water in Wine	Pierre Gobbi	Farmer's Market, upstairs near large winery sign.
64	Adam Explained	Tenenbaum	Silverwing Apiary, on the counter near the entrance.
65	Functional Children	Tenenbaum	Winery, on a table in the rear of the room.
66	The Great Chain	Andrew Ryan	Arcadia Metro Station, on the bench to the right of the entrance.
67	Musical Insult	Sander Cohen	Fleet Hall Theatre, upstairs storage room near the guitar.
68	The Doubters	Sander Cohen	Cohen's Collection, on the table downstairs.
69	Come to the Record Store	Cobb	Southern Mall, outside the restroom, on the table near the alcohol.
70	The Wild Bunny	Sander Cohen	Sophia Salon, in the closet around back of the counter.
71	Artist's Feud	Sullivan	Cocktail Lounge, on the bar above the safe.
72	Fancy Cigarettes	Albert Milonakis	Le Marquis D'Epogue, in the downstairs humidor near the corpse.
73	The Iceman Cometh	Martin Finnegan	Frozen Tunnel, in the entrance corridor on the left-hand side.

AUDIO DIARY LOCATIONS

NO.	TITLE	AUTHOR	LOCATION
74	Stood Up Again	Diane McClintock	Upper Atrium, at the top of the stairs near the entrance to Fleet Hall.
75	Guns Blazing	McDonagh	Robertson's Tobaccoria, on the table just inside the main door.
76	Pregnancy	Jasmine Jolene	Eve's Garden, under the bed in the room behind the stage.
77	It's All Grit	Hector Rodriguez	Eve's Garden, on the bar.
78	Fontaine's Army	McDonagh	Sir-Prize, in a crate on the floor to the left of the stairs.
79	Bump Culpepper?	Sullivan	Pharaoh's Fortune, on a pool table upstairs.
80	Ryan's Stableboy	Anna Culpepper	Rapture Records, behind the counter inside the entrance.
81	Requiem for Andrew Ryan	Sander Cohen	Projection Booth, on the table in the office.
82	Ryan Takes F Futuristics	McDonagh	Hephaestus Bathysphere Station, in a crate near the Circus of Values machine.
83	Scoping the Gate	Kyburz	Outside Ryan's office, near the Circus of Values machine.
84	Stopping Ryan	McDonagh	Ryan's Office, search the first corpse on the right-hand side.
85	Going to Heat Loss	Anya Andersdotter	Outside Ryan's Office, search the fourth corpse on the right-hand side.
86	A Man or a Parasite	Andrew Ryan	Hephaestus Core, on the desk outside the room with the bunks.
87	Fontaine's Legacy	McDonagh	Hephaestus Core, on the edge of the walkway, near the Vita-Chamber
88	Assassin	Anya Andersdotter	Hephaestus Core, near the Gatherer's Garden.
89	Kyburz Door Code	Pablo Navarro	Heat Loss Monitoring, on the floor in the corner.
90	Genetic Arms Race	McDonagh	Lower Heat Loss Monitoring, on the desk in the flooded area.
91	Getting a Break	Pablo Navarro	Lower Heat Loss Monitoring, on the desk near the tonic.
92	Impossible Anywhere Else	Andrew Ryan	Hephaestus Core, at the very bottom walkway, on the desk.
93	Running Short on R-34s	Pablo Navarro	Hephaestus Core, on the desk outside the entrance to the Workshops.
94	Device Almost Finished	Kyburz	Lower Workshops, on the desk in the office at bottom of stairs.
95	Great Chain Moves Slowly	Andrew Ryan	Kyburz's Office, on the desk in the back of the room.
96	The Dream	Kyburz	Lower Workshops, search the corpse lying in the center of the floor.
97	Assembling the Bomb	Kyburz	Lower Workshops, on the desk in the secret crawlspace office.
98	Market Maintenance Code	Pablo Navarro	Lower Workshops, in the crawlspace that leads under the stairs.
99	The Vita Chamber	Suchong	Control Room, on the desk to the left of the entrance.
100	Mind Control Test	Suchong	Control Room, on the table beneath the clippings and photos.
101	Baby Status	Suchong	Control Room, on the table beneath the clippings and photos.
102	Mozart of Genetics	Suchong	Olympus Heights, in the Bistro Square snack bar.
103	Artist Woman	Sullivan	Culpepper's Apartment, on the corner table just inside the main room.
104	Fontaine's Human Jukebox	Suchong	Suchong's Apartment, on the floor in the southernmost room.
105	Mind Control Antidote	Suchong	Suchong's Apartment, on his desk next to the tonic.
106	Fontaine's Breakup	Paparazzi	Mercury Suites, on the upper walkway near the U-Invent machine.
107	Sad Saps	Frank Fontaine	Fontaine's Apartment, on the coffee table near his collection of cigars.
108	What's Happening Here?	Diane McClintock	Apollo Square, on the ground near the Circus of Values machine.
109	Atlas Lives	Diane McClintock	Apollo Square, near the Gatherer's Garden machine.
110	Protection Bond	Suchong	Artemis Suites, on the floor of Suchong's office in the clinic.
111	Meeting Atlas	Diane McClintock	Hestia Chambers, just inside the entrance on the right.
112	The Longest Con	Frank Fontaine	Atlas' Headquarters, right on the desk next to the tonic.
113	Today's Raid	Diane McClintock	Atlas' Headquarters, search the corpse near the safe in the corner.
114	Changing Employers	Suchong	Main Hall, melt the ice to enter the closet upstairs and search the trash can.
115	Why Just Girls?	Tenenbaum	Atrium Balcony, on the desk in the second floor of the orphanage.
116	Extra Munitions	Suchong	Plasmid Prototyping, on the ground next to the RPG Turret.
117	Marketing Gold	Andrew Ryan	Test Subject Storage, on a machine on the right-hand side of the room near the cascading water.
118	Missing Boots	Suchong	Candidate Conversion area, on a desk in the rear of the room.
119	Protector Smell	Suchong	Suit Assembly, on the machinery in the second floor southwest room.
120	Protecting Little Ones	Suchong	Suit Assembly, on a desk in the southeast room upstairs.
121	Mistakes	Andrew Ryan	Suit Assembly, near the Gene Bank machine.
122	Cheap Son of a Bitch	Suchong	Storage, on a desk in the small storage area of Suit Assembly.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	SERIOUSLY GOOD AT THIS	40	BRONZE	Complete the game on the hardest difficulty setting. This Achievement / Trophy is exactly what the description says. Complete the game on the hardest difficulty setting to prove to the masses that you are indeed a skilled member of the Cult of Rapture.
	DEALT WITH EVERY LITTLE SISTER	40	BRONZE	Either harvest or rescue every Little Sister in the game. Most every chapter in the game has two or three Little Sisters located somewhere in the area. Use the Pause Menu to keep track of how many are in the area with you and to see how many you have dealt with thus far. The "City Directory" portion of this guidebook contains detailed tactics for isolating each Little Sister in the game. There are 21 Little Sisters in total. Whether you harvest or rescue them doesn't matter for this Achievement / Trophy, you just have to do one or the other.
	LUCKY WINNER	10	BRONZE	Hit the jackpot at a slot machine. There are two slot machines near the entrance to Fort Frolic. Collect 100 or more dollars and save your progress in front of the so-called one-armed bandits. Each pull of the slot machine costs \$10, but there are three ways to win your money back. Three Apples are worth \$25, two Dollar Signs and a Clown are worth \$50, and three Dollar Signs are worth \$250. In order to unlock this Achievement / Trophy you must get three Dollar Signs and win the full \$250 jackpot. Continue trying the slot machine over and over until you either win the jackpot or run out of money. Should you run out of money, simply load your game save and try again. Your fortune relies on the whimsical nature of Lady Luck, so cross your fingers, think happy thoughts, and you just might earn this Achievement / Trophy in five to ten minutes.
	IRONY	10	BRONZE	The player has taken a picture of Sander Cohen's corpse. Killing Sander Cohen is completely optional, as the player is free to leave Fort Frolic once Cohen's Masterpiece has been completed. However, to earn this Achievement / Trophy, simply chase after Sander Cohen with the Electro Bolt 2 plasmid and either Antipersonnel Auto Rounds or Electric Buck. You can even use Enrage to have a Big Daddy help you take him out. Take a photo of his corpse once he's dead and then put the Muse Key to use in the Atrium to get the rest of his precious items.
	FOUND COHEN'S ROOM	10	BRONZE	The player has entered Sander Cohen's Bedroom. In order to enter Sander Cohen's Bedroom in Olympus Heights, you first must refrain from killing him in Fort Frolic. Instead, enter his apartment in Olympus Heights and take a moment to watch the dancers near the piano. Sander Cohen will tell you to not interrupt them, but you must do exactly that. Take your research photos, then unload on the two of them with a pair of Frag Grenades. This will anger Cohen and he'll leave his locked bedroom to attack. Use Winter Blast 3 and Frag Grenades to kill him. Now you can take the Muse Key (which unlocks the other display case in Fort Frolic's Atrium) and enter his bedroom, as the door is now unlocked. Head up the stairs in his bedroom to find numerous bottles of Absinthe, some items and ammo and a Power to the People machine.
	TOASTER IN THE TUB	10	BRONZE	Shock an enemy in the water. There are plenty of opportunities in the game to earn this Achievement / Trophy, but the first and most obvious place to do so is while in the lower level of the Kashmir Restaurant during the "Welcome to Rapture" level. Fire Electro Bolt at the water that the two Splicers are standing in after exiting the kitchen.
PS4 ONLY				
	BRASS BALLS	—	GOLD	Complete the game on Hard difficulty without using a Vita-Chamber. This Achievement / Trophy isn't as hard to earn as you might think. Although Hard mode is certainly not that easy, the ability to save and load your progress as often as you want lessens the impact of not being able to use a Vita-Chamber.
	A MAN CHOOSES	—	GOLD	Complete the game on Survivor difficulty. Survivor is a brand-new tough-as-nails difficulty setting introduced just for the PS4 version of the game. Do you have what it takes to conquer Rapture in its most brutal form? Save frequently, reload after every firefight, and collect as many First Aid Kits and EVE Hypos as possible.
	I CHOOSE THE IMPOSSIBLE	—	GOLD	Complete the game on Survivor without using a Vita-Chamber. If you thought the "Brass Balls" Achievement / Trophy was hard to earn, wait till you try your hand at this one! The best advice we can give those who attempt to earn this Achievement / Trophy is to save and save often. Create a wealth of game save slots and rotate through them after every successful firefight. Don't wait till you die to reload a previous save file. Instead, you're going to need to reload whenever you waste health or ammo. Every shot counts!
	PLATINUM TROPHY	—	PLATINUM	Collected all other Bioshock Trophies. Well, the description pretty much covers it. Have fun.

CHALLENGE ROOMS

The Challenge Rooms extra content tests not only your combat skills, but your ingenuity and puzzle-solving skills in three very different situations. Consult the step-by-step solutions below for these clever puzzles. Each Challenge Room also contains a number of hidden collectible Roses. See the details below for their whereabouts.

THE 'I' IN TEAM

Rescuing the Little Sister means eliminating her Big Daddy—but how? With no weapons or damage-dealing plasmids, it'll take cunning and creativity to solve this puzzle.

STEP-BY-STEP SOLUTION

To free the Little Sister from her Big Daddy, you're going to have to collect enough materials to craft an Automatic Hack Tool, so you can hack an otherwise impossible door control. Doing so grants the Big Daddy access to a firing range. Once exposed to the RPG Turrets, you can then use the Target Dummy plasmid to trick the Turrets into destroying the Big Daddy.

1

Ignore the Little Sister and Big Daddy, then ascend the stairs on the left. Collect the Inventing Supplies from the crates en route to the room ahead with the door to the Firing Range.



2

Pull the Left Door Control lever in the Firing Range to watch as a Thuggish Splicer is slain by the turrets. Descend the stairs to the right of the levers to collect the Inventing Supplies and Target Dummy plasmid from the bottom of the cave. Jump across the frozen Big Daddy to reach the plasmid.



3

Return to the walkway and use the Target Dummy plasmid to distract the RPG Turrets above the walkway. Place the Target Dummy in front of each of the Machine Gun Turrets to destroy them, then use it to further distract the RPG Turrets. Then, safely cross the metal beam to reach the doorway.



4

Place the Target Dummy on the pressure-plate near the EVE Hypos to lure the Big Daddy onto it. Exit the room via the far door when it opens and collect the Winter Blast plasmid and supplies from the desk.



5

Continue past the Vita-Chamber to the room with the Little Sister. Use Target Dummy to lure the Big Daddy toward the corpse, freeze him with Winter Blast, and jump across the Big Daddy to reach the final Inventing Supplies crate.



6

Craft the Automatic Hacking Tool and use it to hack the Right Door Control lever. This allows the Little Sister and Big Daddy into the Firing Range. Use Target Dummy to bait the RPG Turrets into attacking the Big Daddy while it runs back and forth. Cross over to the Little Sister.



COLLECTIBLE ROSES

There are four Roses in the "The 'I' in Team". Be sure to use Winter Blast to obtain the Rose above the Big Daddy and Little Sister before opening the Right Door Control, or else you won't be able to get it. Once the first two Roses are collected, follow the steps to rescue the Little Sister, but don't interact with her. The final two Roses can only be acquired after solving the puzzle.



- The first Rose is on the desk in the room with the U-Invent machine.
- Hanging from the ceiling in the room with the Little Sister. Use Winter Blast to freeze the Big Daddy and leap off of him to reach it.
- Acquire the Launcher from the slain Big Daddy and use it to destroy the middle RPG Turret. Continue firing Frag Grenades (you get ten) until the Rose falls into the cave.
- Use Target Dummy to get the Big Daddy to stand on the pressure-plate, then run across the Firing Range to the room where the Little Sister began. The Rose is inside a secret compartment beneath the final Inventing Supplies crate.

A SHOCKING TURN OF EVENTS

The Little Sister is trapped at the top of a malfunctioning Ferris wheel! To bring her down safely, you need to find ways to electrify the Ferris wheel controls. Can you solve this shocking puzzle?

STEP-BY-STEP SOLUTION

In order to free this Little Sister you must deliver six doses of electricity to the Ferris wheel controls. The only problem is that you don't have access to Electro Bolt. You're going to have to use Trap Bolts, Electric Buck, the Chemical Thrower, and even some Thuggish Splicers to power the device. Luckily, there's enough juice lying around to charge the Ferris wheel nine times. Follow along with the tips below to solve this puzzle.

1

The first step is getting inside the carnival, and the only way is via the Vita-Chamber. Pull the Broken Bathysphere Lever to electrocute yourself until you resurrect in the Vita-Chamber.



2

Grab the Shotgun and Electric Buck near the Vita-Chamber, pull the door lever to exit the room, and shoot the short-circuiting electric door control to exit the room via the red door.



3

Watch the Splicer electrocute herself, then ride the elevator down. Ride it back up and carefully step off the ledge near the fallen sign to land on the balcony below. Obtain the Static Discharge tonic. Now you'll emit a burst of electricity when struck by a melee attack. Collect the Inventing Supplies and the Trap Bolt from the corpse that is near the slot machine. Drop down the elevator shaft to safely reach the ground floor.



BECOME A PIANO PRODIGY!

Don't miss the Instant Piano Prodigy tonic on the counter. With this entertaining tonic spliced into your system, you'll be transformed into a talented pianist. Try out your new skill on the piano near the bar. Instead of banging individual notes like normal, you'll automatically play Sander Cohen's *Scherzo #7* composition.

4

Locate the Ferris wheel controls and pick up the box of Electric Buck located there. Shoot the controls with the lone shell to electrify the system. Pull the lever to rotate the Ferris wheel a slight bit. You'll need to do this five more times to rescue the Little Sister, but don't expect additional free ammo.



5

Get the attention of the Thuggish Splicer near the record store. Have him chase you back toward the Ferris wheel controls and let him hit you while you're standing in the water. The Static Discharge tonic will electrify the controls.



6

Collect the Inventing Supplies from within Rapture Records and the ladies' restroom. Then, get the attention of the Thuggish Splicer in the restroom and have her chase you back to the Ferris wheel. Let her hit you while standing in the water, near the Ferris wheel switch.



7

Acquire the Inventing Supplies and the Telekinesis plasmid near the entrance to the Grand Carnival and enter the camera store on the left, behind the teddy bears. Interact with the safe and quickly crouch down as an elaborate array of Trap Bolts are fired. Use Telekinesis to drag a Trap Bolt past the electric safe to open it. Search the corpse near the balloon game for a Trap Bolt. Now you can use the two Trap Bolts to rotate the Ferris wheel two more times.



8

Locate the Chemical Thrower and Inventing Supplies, behind the massive bronze statue, at the end of the carnival area. Open the door to Zimmerman Chardonnay by entering the year shown on the posters throughout the area—1951—and lead the Splicer back to the Ferris wheel. Get her to hit you and electrify the switch for the sixth and final time needed to rescue the Little Sister.



BONUS ROTATIONS

9

Collect the Inventing Supplies from Zimmerman Chardonnay, then locate the frozen room near the food stand. Use Telekinesis to pick up the cash register, get it to catch fire in the flames nearby, and hold it under the ice to melt the Electric Buck free. Extract it from the grate with Telekinesis, then use it to shoot the Ferris wheel controls to rescue the Little Sister.



10

Collect the Inventing Supplies from Zimmerman Chardonnay, then return to the frozen storage room. This time use Telekinesis to light a stuffed bear or tennis ball on fire and drop it down the broken pipe to melt the ice below the grate. This allows you to get the Automatic Hack Tool with Telekinesis. Don't miss the Inventing Supplies under the stairs. Hack the U-Invent to lower the crafting requirements for the Electric Gel and Trap Bolts. Purchase all of the ammo that you can and use it to rotate the Ferris wheel a total of three more times.



STEP RIGHT UP!

Use the Telekinesis plasmid to play the carnival games. You can win First-Aid Kits and other prizes. Use the tennis balls to knock over the cans, toss balls into the tilted barrels, and pop balloons on the wall with a Spider Splicer's hooks. Every throw is a winner and it only costs a tiny bit of EVE to play!

COLLECTIBLE ROSES

There are ten collectible Roses in this area. Most can be collected during the course of solving the puzzle with minimal additional exploration. One of the Roses can only be collected after rotating the Ferris wheel additional times, so be sure to not interact with the Little Sister once she's stepped off the Ferris wheel.



- When you first enter the main area with the Ferris Wheel, call for the elevator and jump down onto the roof of the car as it rises. The Rose is inside the elevator shaft, at the very top.
- After getting the Rose inside the top of the elevator shaft, press the button to send the car down and quickly step off onto a small ledge between the two floors. The Rose is near a corpse.
- Tucked behind the gate inside the Rapture Record store. It's on the floor behind the middle of the gate.
- Inside the ladies' restroom, atop a billboard off to the left. Jump up to reach it.
- Use Telekinesis to break the balloon to the lower right of the corpse at the carnival game to find a Rose.
- Inside the tilted wooden barrels that you can throw a tennis ball into along the midway. Leap over the counter and look into the barrels to spot it.
- Inside the Little Sister Vent, near the entrance to the carnival area. Jump up to get it (it's hard to see).
- Enter the Zimmerman Chardonnay store and climb on top of the left-hand shelves to find the Rose on the chandelier.
- Melt the ice inside the frozen storage area and look up inside the broken pipe beneath the pneumo tube to find this next Rose.
- Make the Ferris wheel rotate seven times and watch as a piece of its motor falls off. The Rose is tucked inside the machinery on the left of the Ferris wheel, as viewed from the controls.



WORLDS OF HURT

The Little Sister wants to be rescued, but this area is crawling with hostile creatures! Clear out all eight combat arenas and she will let you in. No puzzles here, and no Vita-Chamber—it's kill or be killed!

BATTLE PLAN

Worlds of Hurt consists of eight rooms around a central hub. Your goal is to eliminate all of the enemies in each of the themed rooms. Doing so earns you cash, Adam, and access to a Power to the People machine. How you choose to spend your cash and Adam is up to you. Vending machines in the central hub provide all manner of spending opportunity. You begin with just SportBoost and SportBoost 2, Security Expert 2, and Photographer's Eye 2.

Regardless of your style of play, you may want to focus on just a couple of weapon types and amassing a collection of Gene Tonics that aid your preferred combat style. Trying to load up on ammo for too many weapons or trying to collect too many Gene Tonics and plasmids is a sure-fire way to spread yourself too thin. It is recommended that you purchase the Enrage plasmid early on so you can turn enemies against one another.

After the first two combat rooms have been cleared, you're free to choose among the final six in any order that you would like. The tactics that follow detail each of the rooms in order of increased difficulty. Rooms cannot be entered a second time, so search each thoroughly before leaving via the teleporter near the Little Sister Vent.

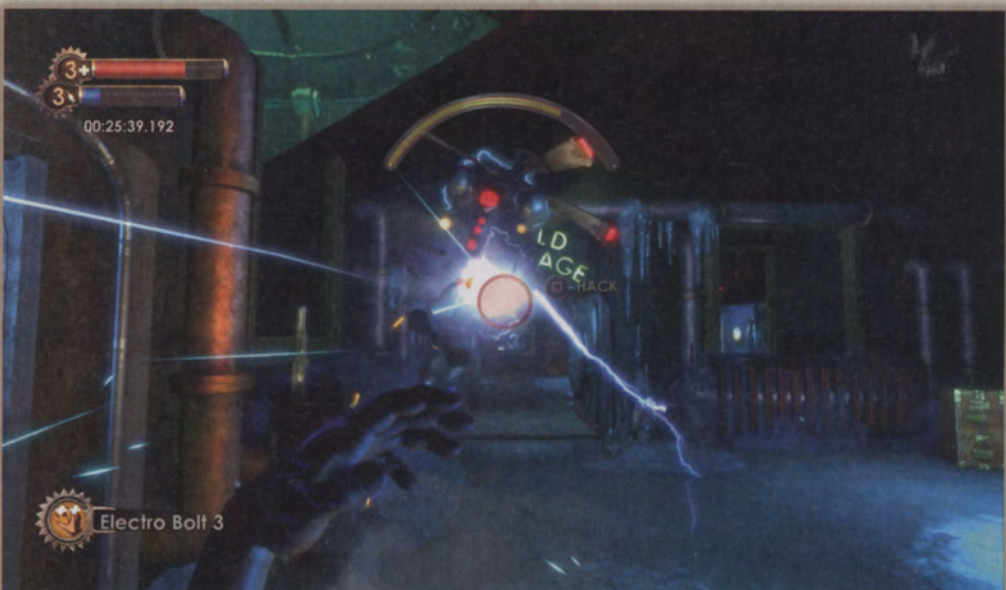
A Single Splicer: Pick up the Wrench and Pistol on your way into the room, cross the glass ceiling of the room below, and drop through the hole where the arrow is. Sneak up behind the Thuggish Splicer near the Little Sister Vent and club him with the Wrench. Save your Pistol ammo for later—ammo is precious—the scour the room for loot. Search the corpses scattered around the room, gather up the First-Aid Kits near the broken Health Station, and take the gift from the Little Sister (she gives you all other weapons). Use the Power to the People machine, then step into the glowing rings to teleport back to the central hub.



A Single Big Daddy: Take a photo of the Bouncer near the vent before attacking him, then open fire from afar. Use his straight-line charge attack against him to bait him into the electrified pool of water. Once he's in the pool, he'll struggle to exit and pose little threat to you. Finish him off with whatever weapon you bought that has the most ammo available.



Security Bots: This is a good room to attempt next, especially if you've purchased Security Bullseye and/or Electro Bolt. The room contains a number of Security Bots in addition to a Thuggish Splicer and a Bouncer. Hit the Big Daddy with Security Bullseye to turn the Security Bots against it, then, while they are focused on the Big Daddy, use Electro Bolt to stun and hack the Security Bots. Hacking a Security Bot (or Turret in subsequent rooms) counts as defeating it. Be sure to further your research of the Bouncer!





Spider Splicers: Take plenty of photos early to gain a combat advantage against the fast-moving Spider Splicers, then start hitting them with Electro Bolt or Insect Swarm. Consider using either the Shotgun or Chemical Thrower, or conserve your ammo and use the Wrench to bash their heads in. The Wrench is best used with at least one of the Wrench Jockey tonics equipped. Incinerate! is a useful alternative to Electro Bolt. Similarly, you can splash multiple Spider Splicers with Enrage, watch them weaken one another, then finish them off with the Wrench—provided they drop from the ceiling.



Houdini Splicers: This vertical room pits you against a dozen Houdini Splicers. Take them out while you carefully descend a spiraling walkway along the edge of the room before contending with several more on the ground. Use Insect Swarm or Electro Bolt to disrupt the Houdini Splicers' disappearance act and snipe them with the Crossbow from afar or rush their position with the Machine Gun. Be careful not to fall off the walkways—watch out for gaps—and do your best to not leave too many Houdini Splicers alive before you reach the ground. You don't want to be surrounded in such tight confines. Make sure to collect the supplies and cash from the corpses.



Security Turret Maze: Take your time upon entering the room to take photos of the Turrets through the glass ceiling, since doing so gains you the ability to instantly hack security apparatus. This room not only contains a number of Machine Gun, RPG, and Flamethrower Turrets, but also Big Daddies and several Leadhead Splicers. Hacking the Turrets helps with the Big Daddies and also counts as a defeated enemy. Research Bouncers to gain the Wrench Jockey tonic before attempting this room and put Security Bullseye to use against the Big Daddies. With a room full of Turrets, you might as well enlist their help. If you are struggling with the Turrets, you may wish to use Electro Bolt and the Crossbow from beyond their effective range.

All Kinds of Enemies: This room contains a little bit of everything, including a malfunctioning Machine Gun Turret you can hack to aid you. Depending on your equipped plasmids, it can be the hardest room of all, but it's made a lot easier with the help of Enrage and Insect Swarm. Move quickly from one alcove to another to isolate enemies and pin them into the corner. Equip Antipersonnel Rounds for your Machine Gun or Pistol, if you have any, and consider loading up some Explosive Buck for the Bouncer. If you have Telekinesis, you can save ammo by hurling the explosive barrels at the Bouncer. Better still, use Target Dummy to lure the enemies together, then hurl the barrel at them!



All Kinds of Big Daddies: This room contains four Big Daddies—a Bouncer, a Rosie, an Elite Bouncer, and an Elite Rosie. Even though the Big Daddies generally stick to themselves, you can use Enrage to bait them into fighting one another. The Elite Rosie will make quick work of the normal Rosie, but by Enraging multiple Big Daddies at once (and hurling Insect Swarm or Incinerate! at them as they battle one another) you can be sure to have only a weakened Elite Bouncer left to contend with. Those who made it this far without purchasing the Enrage plasmid should try using Proximity Mines and the Target Dummy plasmid. Don't forget that you can also shoot the Rosie's Proximity Mines to detonate them—spring this trap with Target Dummy!



COLLECTIBLE ROSES

There are eight collectible Roses in this challenge, one in each of the eight rooms. Some of them are tucked away in some pretty hard-to-spot areas, but you have all the time you need to find them. Clear the room of enemies, collect your gift from the Little Sister, then scour the room for supplies, cash, and the Rose before exiting via the teleporter.



- In the room with the single Thuggish Splicer, the Rose is located on the floor between two pieces of machinery near the center of the room, not far from the broken Health Station.
- In the room with the lone Big Daddy, the Rose is in a crack in the floor near the entrance. Crouch down near the broken piece of flooring (facing the entrance, the water is on your left) to get it. It's very hard to see.
- In the room with the Security Bots, it's beneath the ice near the Thuggish Splicer and the broken Bot Shutdown panel. Use Incinerate! to melt the ice.
- In the room with the Spider Splicers, it's under the bench to the left of the Power to the People machine.
- In the room with the Houdini Splicers, it's behind a piece of sheet metal on a balcony that is beneath a flight of stairs, and near the Health Station. Ascend a set of stairs to a walkway with a broken railing and make a running leap down to it.
- In the room with the maze of Turrets, the Rose is atop the machinery to the right of the Power to the People machine. Jump off the gray pipe to get it.



- In the rooms with the various enemy types, it's behind the sandbags in the corner of the room to the right of the Little Sister Vent.
- In the room with the various Big Daddies, the Rose is behind a bench and a log that is near the Little Sister Vent. Face the Little Sister Vent and look on the ground to the right, on the opposite side of the bench from the vent.

ACHIEVEMENTS AND TROPHIES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	"THE 'I' IN TEAM" - RESCUER	5	BRONZE	Rescued the Little Sister in "The 'I' in Team".
	"THE 'I' IN TEAM" - EXPERT	10	BRONZE	Rescued the Little Sister in "The 'I' in Team" in under 3:00.
	"THE 'I' IN TEAM" - COLLECTOR	5	BRONZE	Found all collectible Roses in "The 'I' in Team".
	"THE 'I' IN TEAM" - PACIFIST	15	BRONZE	Rescued the Little Sister in "The 'I' in Team" without destroying any Machine Gun Turrets. You're going to have to place your Target Dummy plasmid on the metal beam. Be very careful to cast it ahead of you while you make your way across the beam, and then turn around and place it behind you once you cross in front of the turrets. Don't try this without having an extra First-Aid Kit.
	"A SHOCKING TURN OF EVENTS" - RESCUER	5	BRONZE	Rescued the Little Sister in "A Shocking Turn of Events".
	"A SHOCKING TURN OF EVENTS" - EXPERT	10	BRONZE	Rescued the Little Sister in "A Shocking Turn of Events" in under 4:00.
	"A SHOCKING TURN OF EVENTS" - COLLECTOR	5	BRONZE	Found all collectible Roses in "A Shocking Turn of Events".
	"A SHOCKING TURN OF EVENTS" - MASTER ELECTRICIAN	5	BRONZE	Charged up the Ferris wheel nine different times in "A Shocking Turn of Events". Though you only need to charge it up six times to save the Little Sister, there's enough electrified ammo and invention materials to get three additional charges. See the step-by-step walkthrough for tips on how to squeeze a few more charges out of this area.
	"WORLDS OF HURT" - RESCUER	5	BRONZE	Rescued the Little Sister in "Worlds of Hurt".
	"WORLDS OF HURT" - EXPERT	10	BRONZE	Rescued the Little Sister in "Worlds of Hurt" in under 15:00, on Medium or higher difficulty.
	"WORLDS OF HURT" - COLLECTOR	5	BRONZE	Found all collectible Roses in "Worlds of Hurt".
	"WORLDS OF HURT" - TOUGH GUY	20	SILVER	Rescued the Little Sister in "Worlds of Hurt" using only plasmids, tonics, the Wrench, and the Research Camera on Medium or higher difficulty. This is a far greater challenge than the other challenges, but it's not impossible. For starters, you can use all of your money to purchase EVE Hypos and First-Aid Kits. Not buying ammo (other than Film) frees you to maintain a full supply of EVE and First-Aid Kits. How you spend your Adam is crucial. You may want to purchase EVE Upgrades with greater frequency along with Medical Expert, EVE Link, and Armored Shell. Natural Camouflage, Wrench Jockey, and Wrench Lurker tonics are also very helpful!





PROLOGUE

Ten years have passed since the death of Andrew Ryan and Rapture's subsequent fall into a state of corruption and disrepair. This would-be Utopian haven for the brightest minds and hardest workers is now held hostage by a citywide addiction, a dependence not only on ADAM but also on the teachings of one Sofia Lamb. Arrested out of fear by Ryan in the days before the unexpected return of his prodigal son, Sofia Lamb was at liberty to resume her socialistic preaching following Ryan's death. Her release galvanized the support amongst her "Family" of followers, and together with the assistance of Dr. Gil Alexander, revolutionized the Protector Program.

You are Subject Delta, one of the first Big Daddies to be successfully bonded with a Little Sister. But not just any Little Sister—you were charged with protecting the life of Eleanor Lamb, Sofia's daughter. Eleanor should have never become a Little Sister, and to reclaim her child, Lamb had hunted you down...and you were coldly eliminated.

Much has changed in the years since you raised the gun to your head. Rapture leaks more than ever, and the population continues to shrink. Young girls are now being kidnapped from the shores of the Atlantic in order to fuel the Little Sister program. Sofia's thoughts have lost their grounding in reality. What were once the ideological leanings of a proud leftist are now the terrifying experiments of an extremist.

Most importantly, Eleanor hasn't forgotten you. She is the reason you are still alive. You, Subject Delta, are the only one who ever returned her love, and now as a teenager, she needs you to protect her again. Like only a Big Daddy can.

RESIDENTS OF RAPTURE

SUBJECT DELTA

You are Subject Delta, a prototype 'Big Daddy' created in Ryan Industries' Protector/Gatherer program. The original Big Daddy prototypes (called the Alpha Series) were leaner and more agile than the mass-produced models that came later, and each was bonded to a single Little Sister.

You were apprehended after discovering Rapture during a diving expedition. Knowing they couldn't release you back to the surface to reveal the secrets of Rapture, you were "volunteered" as a subject for the experimental program. You were the first Big Daddy successfully pair-bonded to a 'Little Sister,' designed to protect her—and only her—with your life.

Now, unlike your fellows, your freedom of will has been mysteriously restored.

In Rapture, you are something entirely unique.



THE RAPTURE ELITE

The world of Rapture is filled with power players, scientists, and those who simply know how to take advantage of an opportunity when it presents itself. And no opportunity was bigger than the one following the Fall of Rapture. Ryan's demise created a void atop the Rapture food chain as big as the city itself. Here are a few of the folks rushing in to fill it.

Andrew Ryan

The wealthy industrialist who founded the City of Rapture. Ryan envisioned the underwater city as a place where the finest minds of the surface world would gather to pursue their callings without government interference. As every citizen worked in his or her own self-interest, unhindered on moral, social, or legal grounds, Rapture society as a whole would become the greatest society on Earth.

But as the realities of a society without moral boundaries bore down on Rapture and the city spiraled into chaos, Ryan flailed desperately to bring it back under his control. Dissidents like Sofia Lamb simply 'disappeared'. Eventually, Ryan became the very thing that he built Rapture to escape—a dictator, ruling Rapture with an iron fist.

When Frank Fontaine began threatening Ryan's position of power, Ryan seized his businesses, instituted strict city-wide curfews, and even began executing dissidents in Apollo Square. In 1960, a daring assassination plot ended in the death of Andrew Ryan. It had seemed that that utopian dream of Rapture died with him... until now.



Brigid Tenenbaum

The brilliant scientist who discovered the miraculous substance known as "ADAM" inside a sea-slug, and developed the process of implanting it into young girls to produce the Little Sisters.

Brigid Tenenbaum is a survivor: once icy and emotionless, she escaped the Holocaust by assisting her captors in their inhuman experiments on her own fellow prison camp inmates. She prospered in Rapture by corrupting a generation of innocent girls, sentencing them to be Little Sisters—and by extension, creating the ADAM addiction that destroyed the city.

But as Rapture fell, Tenenbaum had a change of heart, and experienced remorse for the first time. Since then, she has sought redemption. Long ago she developed a Plasmid to cure the Little Sisters, and worked to return them to humanity in order to rescue them all from Rapture.

Now she is trying to stop whoever is responsible for the creation of the new ones wandering the city.

Sofia Lamb

Sofia Lamb is both an Oxford-educated psychiatrist and philosophical idealist. She was brought to Rapture to counsel the populace. Her worldviews were shaped by her experiences aiding the survivors of the nuclear blast at Hiroshima. She was very near the blast, but miraculously survived—only to find that everyone she had met for the past several years was dead.

The US justification for the bombing—the 'greater good'—was a perversion of her own beliefs. She believes that genetic biases toward the self have doomed the surface world, and so she sought refuge in the underwater city of Rapture.

Her intent in joining Ryan's great experiment was to transform the closed society into an enlightened one through psychiatry—ultimately to abolish human suffering amongst the Utopians. Her daughter, Eleanor, was raised in isolation from other children, intended as a genius-level intellect trained to promote Lamb's philosophy. An underground religion began to form around her, born out of the city's disenfranchised, and Lamb took full advantage of it.

But Lamb's collectivist ideals conflicted directly with those of Andrew Ryan, and she mysteriously vanished during the Fall of Rapture. Later, she crossed paths with Subject Delta, murdering Eleanor's beloved bodyguard in order to retrieve her from his care.

Now that Ryan and Fontaine are gone, Lamb has returned—and it seems she has a new plan for Rapture...



Eleanor Lamb

Born in Rapture to Sofia Lamb, Eleanor's early childhood lacked a father or any other adult influence. Her genius was carefully cultivated in order to build the perfect vessel for Lamb's own altruistic philosophy. Eleanor was isolated from other children for years, but was headstrong and rebellious, teaching herself to disable Lamb's sophisticated security measures and explore the city on her own. Her true aim was to see the surface world her mother abandoned—a place about which she has only read.

When the elder Lamb was incarcerated by Andrew Ryan, a series of events led to Eleanor becoming a Little Sister—a ghoulish, ADAM-carrying hybrid. Ultimately she was bonded to Subject Delta as his personal ward, and was psychologically conditioned to love him as her father.

After her mother murdered Subject Delta to reclaim Eleanor, she spent many years in Lamb's 'care'. But taking control of Rapture had changed Lamb. She managed to rehabilitate Eleanor psychologically—but regards the girl's physical condition as a blessing in disguise, subjecting Eleanor to many experiments involving ADAM.

Eleanor has been trying to escape ever since, and considers Subject Delta both father and ally in this plan.

Augustus Sinclair

An entrepreneur who puts profit above all else—ethics, honesty, and even the lives of others. Sinclair likes to keep a low profile and will happily exploit anyone and everyone in order to make a buck. In Rapture's heyday, Sinclair founded a number of money-making institutions through a firm called Sinclair Solutions, including the low-rent housing in Pauper's Drop and home testing of experimental Plasmids on desperate addicts.

As Rapture started to fall down around him, he saw a business opportunity: to gather up all the amazing scientific advancements discovered by the great minds of the city, bring them back to the surface, and sell them off to the highest bidder.

He needs you to secure his escape from Rapture, so that he can return to the surface and complete his plan. Unlike Andrew Ryan, he doesn't believe that altruism is evil, but simply unprofitable. He's helping you to help himself.

Grace Holloway

An alluring torchlight singer at the Limbo Room jazz club in her more youthful days, Grace joined Sofia Lamb's cult-like organization during the Fall of Rapture. All her life she longed to be a mother, and was overjoyed when she was able to adopt Eleanor Lamb when Lamb was detained by Ryan's agents.

But one night, Grace took Eleanor to a clandestine gathering of Lamb's followers in her absence and Eleanor disappeared. Grace still pines after the missing girl, who was subsequently turned into a Little Sister after being abducted.

She harbors a deep resentment for anyone involved... including Subject Delta.



Stanley Poole

A self-described “ace newsman” who once worked for the Rapture Tribune, Stanley was employed by Andrew Ryan to infiltrate the Rapture Family—Lamb’s organization. His charge was to find proof of Lamb’s collectivist ideas beneath the veneer of private religion, and to sabotage her in any way he could along the way. Over time, he became involved in far more aggressive tactics against dissidents in Rapture.

But when Ryan was killed, Stanley found himself imprisoned within that lie, and has worked for Lamb ever since. Now, he seeks to hide the evidence of his crimes against her, and has enlisted Subject Delta to help him ensure that his past stays buried.

Gil Alexander

Gil was an ambitious young researcher in the early days of Fontaine Futuristics, specializing in mechanical and robotic engineering. At the height of his career, he designed much of Rapture’s automated security system, including the ubiquitous security bots. He constructed the mechanism which implanted ADAM slugs into Little Sisters, and ultimately, even assisted with the creation of the bond which links Subject Delta to Eleanor Lamb.

After the deaths of Fontaine, Ryan, and several of the city’s key players, Alexander relished the opportunity to grab the title of the corporation’s head scientist, taking over from Dr. Yi Suchong. But since the fall of Rapture, he came to see his own role in a new light and wished to make amends. Before long, he fell in love with Sofia Lamb, who used his guilt to manipulate him into volunteering for an experiment of her own.

SPLICERS

The term “Splicer” refers to the hordes of deranged and disfigured lunatics seen roving around Rapture. These former citizens of Rapture became hooked on the substance known as ADAM and lost their grip with reality—along with their claim to humanity. Splicers are always on the search for additional ADAM and are extremely hostile. There are several types of Splicer, each having gained a particular attribute or ability as a side effect from their addiction. Splicers behave erratically and will stop at nothing in their hunt for ADAM—Subject Delta’s armor isn’t even a deterrent, so consider yourself warned.

IT’S NOT THE CLOTHES THAT MAKE THE SPLICER

The depictions of the Splicers contained in the following pages represent just a small sample of their appearances. The individual Splicer categories (and names) are based on their attack and movement styles, not their looks. For example, you may encounter both Thuggish Splicers and Leadhead Splicers in cocktail dresses. Similarly, some of the Splicers in surgeon’s garb are Leadhead Splicers, while others fall into the category of Houdini Splicer. Clothing options were limited in the middle of the twentieth century, especially under the sea, and many folks dressed in similar styles. The Splicer’s behavior is a far truer indication of its identity, not its clothing.

Thuggish Splicer

Thuggish Splicers rely on brute force, bashing their enemies with any implement that comes to hand (a wrench or lead pipe being popular choices). These citizens are perhaps the most far-gone, having lost the ability to manipulate a gun’s trigger. Thuggish Splicers throw themselves at their target without regard for their own safety, making them a deadly foe. You will stop encountering Thuggish Splicers after Pauper’s Drop. If you want to complete research on them (and get the Scrounger Tonic), you better do it there.

ZAP AND SMACK!

Limited to melee weapons, Thuggish Splicers have no choice but to bring the fight directly to you. They typically attack in groups of two or three and are especially common in the first several areas you visit. There is no right or wrong way to deal with a Thuggish Splicer, since they present the least amount of danger to the player and can be eliminated with any number of techniques. With that said, they possess the least HP and can be defeated without expending a single bullet. Use Electro Bolt to shock them, then move forward and strike them with a melee attack. The Drill Swing can crush their skulls and put them down with a single blow, whereas you may need two swings with the other weapons.

THUGGISH SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage against Thuggish Splicers.
2	Increased wallet cap.
3	Increased Damage against Thuggish Splicers.
4	Scrounger tonic.



Leadhead Splicer

Despite the ravages of ADAM withdrawal, Leadhead Splicers have retained enough fine motor control to aim and fire pistols, shotguns, and machine guns. A Leadhead Splicer puts survival first, and will run for cover during a firefight. Their deadly accuracy makes even a single Leadhead Splicer a formidable threat. These Splicers are stronger (can take more damage) depending on the weapon that they have equipped: in the following order—Pistol Leadhead, Machine Gun Leadhead, Shotgun Leadhead.

BURN, BABY, BURN!

Leadhead Splicers are another low-level type of Splicer, but unlike the Thuggish Splicers they are often found carousing with, they prefer the power of firearms. Leadhead Splicers most often rely on pistols, but some can be seen carrying shotguns and machine guns —scavenge for ammo from the latter two to replenish your supply of 00 Buck and .50 Caliber Rounds. Leadhead Splicers generally keep their distance and strafe in and out of cover. Although they don't pack a ton of HP, they can pose a threat. There are a number of effective techniques to employ against the Leadhead Splicers— particularly the Drill Dash—but few surpass the Incinerate! Plasmid for general effectiveness. Set them on fire with Incinerate! and watch them run in search of water, probably igniting one or two of their comrades in the process. Zap them with Electro Bolt when they hit the water, or open fire with the Rivet Gun or Machine Gun.

LEADHEAD SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage against Leadhead Splicers.
2	Slowed security response.
3	Increased Damage against Leadhead Splicers.
4	Thrifty Hacker tonic.

Houdini Splicer

Now you see it, now you don't! The Houdini Splicer can disappear in the blink of an eye, teleport to a better vantage point, then hurl a volley of fireballs at his disoriented target. When confronted by a Houdini Splicer, your best bet is to immobilize the bugga with a quick shock from Electro Bolt, or a freezing Winter Blast.

The act of teleportation is accomplished when the Houdini Splicer disintegrates into a mist of molecules invisible to the naked eye. This atomized matter is whisked to a new location, then reconstituted in the Houdini's original form. Watch for the telltale cloud of coalescing viscera to signal where the Houdini will reappear.

STUDY THY ENEMY

Houdini Splicers are the most advanced form of Splicer, as they have mastered the ability to hurl fireballs as well as the art of turning invisible. Houdini Splicers seemingly burst into a red mist of molecules, only to reappear moments later elsewhere in the area. One can spend an inordinate amount of time tracking a Houdini Splicer if it isn't disposed of quickly. But before you go on the offensive, reach for the Research Camera. The Level 2 Research Bonus earned from Houdini Splicers really makes your subsequent battles with them that much easier. Start filming, then hit them with Winter Blast or Electro Bolt and have your Shotgun or Machine Gun (preferably loaded with Antipersonnel Rounds) on hand. Freeze or shock the Houdini Splicer to lock it in place, then open fire. It doesn't hurt to deploy a Mini-Turret when squaring off against more than one Houdini Splicer—the Mini-Turrets can track the Houdini Splicers with surprising skill.

HOUDINI SPICER RESEARCH BONUSES

Level	Research Bonus
1	Increased Damage against Houdini Splicers.
2	Easier to spot Houdinis when teleporting.
3	Increased Damage against Houdini Splicers.
4	Natural Camouflage tonic.



Spider Splicer

Spider Splicers have injected a Gene Tonic cocktail that distends their limbs and loosens their joints, allowing them to wriggle through the vents and crawlspaces of Rapture. After sneaking up on their prey, they descend from above and drop in for the kill. When a Spider Splicer attacks, keep an eye on the walls and ceilings, and watch out for the flying hooks they fling at their targets from afar.

UNLEASH THE BEES!

Of all the Splicer varieties, the Spider Splicers are without a doubt the most disturbing. These acrobatic masters not only show off their agility by evading your gunfire with cartwheels and back handsprings, but they can even crawl around on the ceiling! Listen for the clanging around of their meat-hooks on the ceiling and quickly focus your Plasmid and guns skyward. Spider Splicers often roost upside-down on the ceiling and fling a series of razor sharp sickles at you, relying on the darkness of the shadows to conceal their whereabouts. On ground, Spider Splicers like to attack at close range and try to slash through your protective dive suit. Do not take Spider Splicers lightly; they are among the most lethal inhabitants of Rapture! Use Antipersonnel Rounds, and either hit them with the Incinerate! Plasmid to better see them while they burn or unleash the Insect Swarm Plasmid to chase the Spider Splicers into the shadows where they may be harder for you to see. Quickly swap to the Shotgun or Drill if they get close!

SPIDER SPLICER RESEARCH BONUSES

Level	Research Bonus
1	Faster movement speed.
2	Spider Splicer organs act as First Aid Kits.
3	Even faster movement speed.
4	Fountain of Youth tonic.

Brute Splicer

The top of the Splicer food chain, the Brute Splicer has grown his body to an enormous size. Valuing raw muscle mass over all else, the Brute Splicer bears down on his victims with a sudden shoulder charge, then finishes with a hail of vicious hammer blows. Brute Splicers also use their strength to heave boulders and other large obstacles at you. Use Telekinesis to catch the projectiles and throw them back at the Brute Splicer.

FREEZE THE BEAST

If there ever was a beast you needed to freeze in his tracks, it's the Brute Splicer. This rampaging bull sprints across the room in attempt to slam his shoulder into you and unload with a hefty combo of overhead fist slams. Hit the Brute Splicer with Winter Blast to freeze him, then open fire with the Machine Gun, Shotgun, or Speargun. Brute Splicers appear with increased frequency beyond the Pauper's Drop area. Upgrade your Winter Blast and Telekinesis Plasmids to enjoy the ability of freezing the Brute Splicer solid and throwing his icy body at other enemies. Additionally, it's worth noting that a well-timed melee attack can knock the Brute Splicer out of his shoulder charge. It's always safer to freeze this foe first—or use a Rocket Spear—but a quick strike of your weapon at the right moment can knock the Brute Splicer backwards and buy you a moment to retaliate before the melee barrage begins.

BRUTE SPLICER RESEARCH BONUSES

Level	Research Bonus
1	New Drill Dash ability.
2	Increased melee damage.
3	Increased damage against Brute Splicers.
4	Armored Shell 2 tonic.



THE PROTECTOR/GATHERER PROGRAM

The importance of ADAM in Rapture gave birth to a program in which dissidents and other pests were taken from their homes and transformed through genetic engineering into Big Daddies. Many of these so-called Big Daddies became pair-bonded with Little Sisters to serve as their eternal protector. Early experiments yielded what are now known as the Alpha Series, a sleeker, faster version of the Big Daddy that suffered from an overdose of ADAM and an unproven Plasmid cocktail. Of course, Rapture being what it is, somebody has to watch over the protectors, and that's where the Big Sisters come in...

LET WELL ENOUGH ALONE

Big Daddies (Bouncer, Rosie, and Rumbler) have been programmed to only become aggressive if they, or the Little Sister in their charge, are physically assaulted. Big Daddies do not attack you without provocation, so keep this in mind when you run into the lone Big Daddy walking around—there are some fights that aren't worth picking!

Little Sister

ADAM became the most valuable commodity in Rapture both because of its immense power, and because of its scarcity: once ADAM is injected into someone, it remains in their body indefinitely. If the Splicer dies, their ADAM dies with them.

The Little Sisters are the solution to this problem. Little Sisters are young girls who have had the ADAM-producing sea slug implanted into their bodies. With the slug implanted, the Little Sisters are able to draw ADAM out of a dead body's bloodstream, ingest it, and process it back into usable ADAM.

Along with this ability, the ADAM slug constantly produces a stem cell-like substance which instantly regenerated any damage done to the Little Sisters, such as from bullets, flames, or other attacks. But like a run-of-the-mill Splicer, exposure to ADAM also drives the Little Sisters completely mad.

Little Sisters have only one purpose: to search out corpses containing ADAM, extract their blood, and process it back into a usable ADAM payload. Feeling remorse for her role in their creation, Doctor Tenenbaum developed a Plasmid which allows the user to purify Little Sisters, reversing the effects of ADAM exposure on their bodies and minds, but destroying the valuable ADAM slug in the process.

RESCUE OR HARVEST

Little Sisters don't suffer damage from Splicers, nor are you capable of harming them directly. Your interaction with Little Sisters beyond the one in Ryan Amusements is optional, and the duration and culmination of your relationship is entirely up to you. If you choose to deal with a Little Sister, you must first defeat the Big Daddy paired to her. With him out of the way, you can decide to Adopt or Harvest the Little Sister. Harvesting the Little Sister on the spot nets you 160 ADAM, while adopting her grants you the opportunity to help her gather ADAM from specially identified corpses (40 ADAM per corpse), or you can take her to the nearest Little Sister vent and opt to Rescue her and gain 80 ADAM. (Please note that once you get the Proud Parent Tonic gathers are worth 60 ADAM instead of 40. You get this tonic after rescuing four Little Sisters. Installing this tonic can get you up to 280 ADAM from a single Little Sister.) It's possible to gain as little as 80 ADAM from a Little Sister or as much as 240. The choice is yours.



Big Daddies

From the time of its founding, the maintenance of Rapture required trained divers in reinforced suits to walk the sea floor, shoring up leaks and reinforcing the city's superstructure. When ADAM became the driving force in Rapture and Little Sisters were developed to reclaim the priceless resource from dead bodies, the inhabitants of those metal diving suits were genetically altered to become the Little Sisters' mindless, lumbering protectors. In their new role, these imposing figures were nicknamed "Big Daddies."

Once genetically conditioned in the research labs of Point Prometheus, a Big Daddy's only purpose is to wander Rapture, searching for a Little Sister to protect. Once paired with a Little Sister, the Big Daddy follows her like a faithful dog and fiercely fights off anyone who approaches her. A standard Big Daddy has extremely limited mental abilities and no free will. They exist as docile "sleepwalkers," who will fight to the death if their Little Sister is threatened.

BOUNCER

Bouncers are the lower form of Big Daddies assigned to safeguard the Little Sisters and attack strictly with melee attacks. The hulking armor-clad Bouncer wields a massive Drill on its right arm—just like you—and attacks by slamming its enormous haft into its target at a high speed. That's right, for a fellow this big, he can really move thanks to its Drill Dash attack. Of course, Bouncers use their Drill to bore into their prey at close range, inflicting massive amounts of damage. They can also drill into the floor to shake the room they're in, disorienting all those around them. Still, it's the Drill Dash attack you really need to watch out for. The best way to handle a Bouncer is to keep your distance, use Electro Bolt to stun it, and open fire with Heavy Rivets. A well-timed melee attack can jar the Bouncer out of its Drill Dash attack, but this is a risky maneuver—you're best off shocking it and trying to avoid standing directly in front of the Bouncer.

RUMBLER

The Rumbler is a new style of Big Daddy, created in the ten years since the Fall of Rapture. The Rumbler wields a shoulder-mounted Launcher that can fire Heat-Seeking Rockets. It also deploys Mini-Turrets that automatically target any enemy in a large radius and open fire with surprising force. There are a number of ways to deal with the Rumbler, including using Telekinesis to catch incoming rockets and hurl them back at the Rumbler, but the easiest technique is turning the Rumbler's Mini-Turrets against itself. This can be done by targeting the Rumbler with Security Command as soon as the Mini-Turret is deployed—the Mini-Turret then behaves just like a hacked security component and attacks the Rumbler. Another option is to use the Hack Tool to distance-hack the Mini-Turret. Either way, you can use the Mini-Turret to soften up the Rumbler. Best of all, the Rumbler consequently becomes distracted and rushes to the Mini-Turret in an attempt to destroy it. This is your chance to hit it with Incinerate! and any Rocket Spears or Heavy Rivets that you may have.

ROSIE

Unlike the bone-crushing Bouncer, the Rosie is a Big Daddy that prefers to keep its distance and attack with a powerful Rivet Gun and Proximity Mines. Rosies strafe back and forth in and out of cover, always making sure to stay between their opponent and the Little Sister in their care. The Rivet Gun they wield fires deadly metal projectiles with extreme accuracy and tremendous velocity. Lucky for you, the Rosie doesn't have the Heavy Rivets that you possess. Also in your favor is your ability to use Telekinesis to catch and lob the Proximity Mines back at it! The best way to handle a Rosie is to set up the area with Trap Rivets and Proximity Mines before initiating the battle. Employ the help of Splicers with Hypnotize and rely heavily on Heavy Rivets and Armor-Piercing Rounds. Rocket Spears and Frag Grenades are also quite effective, as is using Electro Bolt to stun the beast.

BIG DADDY RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against Big Daddies.
2	Increased Drill damage.
3	Increased damage against Big Daddies.
4	Arms Race tonic.



Alpha Series

It took some time to get the Big Daddy formula right. The Alpha Series is evidence of years of false starts. Former test subjects for experimental Plasmids, these poor “volunteers” were then brainwashed and sealed into metal armor. Those who came after Delta lost their bonded Little Sisters to Splicers or rescue, leaving them as feral, barely human wrecks.

Fiercely territorial, the Alpha Series now wander the halls of Fontaine Futuristics and Persephone Penal Colony, attacking anything that might intrude from the outside—namely, you. They are prone to uncontrolled outbursts, and tend to favor heavy munitions in fending off their foes.

PLASMID OVERLOAD

The Alpha Series is living proof of the dangers of science run amok. These crazed experiments roam the deepest corners of Rapture, emitting spontaneous bursts of Electro Bolt, Winter Blast, or Incinerate! that radiate out from their suits. They move much faster than the Big Daddies that eventually replaced them and charge to attack intruders with Launchers, Frag Grenades, or sometimes just a Machine Gun. Unlike Big Daddies, the Alpha Series do not wait to be fired upon—they attack on first sight! This eliminates your chance to set traps for them. Instead, your best bet is to deploy a Mini-Turret or two and use Hypnotize to enlist the help of others in the area—even if only as a distraction. To that extent, consider using Decoy to lure the Alpha Series in the wrong direction so you can remain safely out of range from its sudden Plasmid bursts. Stun the Alpha Series with Electro Bolt and hit it with a Rocket Spear or Heat-Seeking Rocket. Alpha Series are one of the toughest enemies you’ll encounter in Rapture. Hold nothing back!

ALPHA SERIES RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against the Alpha Series.
2	Increased ammo carrying capacity.
3	Increased damage against the Alpha Series.
4	Elemental Storm tonic.

Big Sisters

A Big Sister combines the strength of a Big Daddy with the ADAM-draining abilities of a Little Sister. They are armored, deadly, and can survive out in the ocean, but are also able to drain ADAM from corpses to power Plasmid abilities. When a Little Sister is abducted by a Splicer, the Big Sisters are the last line of defense, emerging from the shadows to hunt down the attacker. The Little Sister is then returned to the system to start her work anew, or the ADAM itself is recovered from the offending Splicer.

Along with dashing and slashing attacks, Big Sisters may wield abilities like Incinerate and Telekinesis. Big Sisters are incredibly agile and can jump up to perch on walls like a Spider Splicer, catching their target unawares.

TEENAGE ANGST

If you didn’t think dealing with a Big Daddy was enough reason to leave the Little Sisters alone, wait until you meet Big Sister! Big Sister doesn’t want you anywhere near her Little Sisters and will hunt you down to make sure you pay for meddling in the Gathering Program. Big Sister attacks with Incinerate! and Telekinesis (she’ll use the latter to hurl any nearby debris and objects at you) and also dashes forward to strike you with her giant needle. Big Sisters cartwheel and leap and sprint, and can be very difficult to track. Their Plasmid attacks are rather easy to dodge compared to their melee attacks. Use the environment to your advantage and try to lead a Big Sister into larger, open areas where you can utilize cover and avoid narrow hallways and small spaces at all costs. A well-timed melee attack can knock her out of her dash attack, but this is risky. Use Incinerate! and Heat-Seeking Rockets as well as Mini-Turrets to inflict most of your damage. Look for fuel drums or explosive gas cylinders and hurl them at her with Telekinesis to dole out even more damage.

BIG SISTER RESEARCH BONUSES

Level	Research Bonus
1	Increased maximum EVE capacity.
2	Free Health restoration after gathering ADAM.
3	Increased maximum EVE capacity.
4	Drill Vampire tonic.



RAPTURE SECURITY

As Ryan's plans for a capitalistic Utopia began to vanish, he saw to it to have an elaborate security system installed throughout Rapture. It is a multi-layered fabric of Security Cameras, Turrets, and Security Bots, all of which have been programmed to detect intruders like you and kill on sight. Luckily, all of these dastardly creations can be turned against the Splicers and Big Daddies they normally ignore, making them unlikely but vital allies.

Security System

When a Security Camera emits a bright cone of white light, it has caught a glimpse of you and is trying to focus on you. If you stay in its field of view for a few seconds it will see you clearly and sound an alarm. If you duck out of sight before the light turns red, the camera will soon return to its unalerted state.

While the alarm is on, Security Bots will seek you out and try to kill you. Alarms typically last for a while, but can be manually turned off at a Bot Shutdown Panel. If you shut off the system at a Bot Shutdown Panel, the Security Bots go dormant and can then be hacked. When the alarm ends, any active Security Bots fly away.

You can also end an Alarm by successfully hacking the device that triggered it. In this case, however, the active bots will fly home, instead of going dormant.

Cameras can be destroyed with your weapons. Armor-piercing or electrical attacks are most effective. The Security Command Plasmid can also be used to distract or retarget enemy security.

You can also Hack Security Bots, Cameras and Turrets, so think twice about destroying them.

SECURITY CAMERA

Security Cameras are most commonly mounted near doorways and in the vicinity of safes and other high-value targets. The Security Cameras pan back and forth over the area, emitting a faint glowing light that betrays their presence. They can also be heard as they move as well as when they zoom on a potential intruder. It takes several seconds for a Security Camera to detect an unauthorized intruder, during which time you can take cover out of sight, hack the Security Camera, or destroy it. Failing to avoid detection results in a security alarm being sounded and a never-ending stream of Security Bots being summoned to the location until the alarm countdown ends. Although it can be tempting to destroy most Security Cameras you encounter, they are much more useful hacked. A hacked Security Camera sounds the alarm and unleashes a pair of Security Bots on the Splicer that triggered the alarm. Consult the maps throughout the walkthrough portion of this book for the locations of each Security Camera. It's best to use the Hack Tool to distance-hack every Security Camera you see, as soon as you spot it.

SECURITY BOT

Security Bots are only active once an alarm has been sounded, the result of either detection by a Security Camera or a failed hack attempt. When active, the Security Bot hovers around the room seeking the target that triggered the alarm in attempt to shoot it with the Security Bot's twin machine guns. If you find yourself being pursued by Security Bots, head at once to a nearby Bot Shutdown Panel and disable the Security Bots. If no such panel is nearby, know that Security Bots can be taken out of flight with a blast of electricity, at which time they are vulnerable to hacking. You should always hack Security Bots when given the chance, as they then hover around you and automatically attack anything deemed hostile to you, namely everything you encounter. You can have up to two Security Bots protecting you at once. Upgrade the Security Command Plasmid to gain the ability to summon Security Bots at any time. Another valuable tactic is to locate a Bot Shutdown Panel near a vending machine or other hackable device and intentionally stop the needle in the red zone during the hack attempt. This triggers an alarm and sends two Security Bots your way. Pull the lever on the Bot Shutdown Panel to drop the Security Bots to the floor, hack them, and make them yours!

TURRETS

Turrets are the lone gunmen of the security system. They have their own intruder-detection capability and open fire as soon as one is detected. Most Turrets are equipped with a high-caliber machine gun, but there are also those with the ability to fire rocket-propelled grenades. Although Turrets can be very dangerous, they have several drawbacks that make them somewhat easy to avoid. For starters, they are stationary. They can rotate in place but they cannot move—this makes it easy to take cover out of sight. Secondly, it's possible to hear them starting up their motor after they detect a hostile intruder. Listen for the sound of a small engine warming up and quickly back away! Lastly, their detection system has a red light that can sometimes be seen from a moderate distance. Whenever you encounter a Turret, either fire a Hack Dart at it or quickly hit it with Electro Bolt, then rush forward and hack it. This technique makes it automatically open fire on your enemies and provides you with helpful backup. This is especially important when there is a Gather nearby, as in Ryan Amusements.

SECURITY RESEARCH BONUSES

Level	Research Bonus
1	Increased damage against Security.
2	Double ammo on destroyed Security.
3	Increased damage against Security.
4	Death Machines tonic.

INTO THE DIVE SUIT

This chapter contains all of the information you need in order to navigate the underwater city of Rapture as a Big Daddy. Many of the controls and gameplay mechanics have not changed since the original *BioShock*, but several features such as the hacking system and ADAM gathering were either given facelifts or are completely new to *BioShock 2*. This chapter is designed to complement the user's manual that came with your copy of the game, and discusses everything from controls, to hacking, to the conditions required for each of the different story endings. So slip into the armor and pull on that dive helmet: you're about to enter the Protector Program.

GAMEPLAY FUNDAMENTALS

CONTROLS

BioShock 2 utilizes the same control scheme as the original game. The only true difference is that you can dual-wield Plasmids and weapons simultaneously—a Big Daddy is strong enough hold firearms with just one hand. Plasmids are selected and fired using the controller's left buttons, whereas weapons are selected and fired with the buttons on the right side of the controller. The following table shows the default control setup for the XBOX One, the PS4, and PC.

ACTION	XBOX ONE	PS4	PC
Movement	Left Thumbstick	Left Stick	W, A, S, D
Look/Aim	Right Thumbstick	Right Stick	Mouse
Reload	X Button	Square Button	R Key
Jump	Y Button	Triangle Button	Space Bar
Use First Aid	D-Pad Right	Directional Pad Right	Ctrl Key
Interact	A Button	X Button	F Key
Fire Weapon	R Trigger	R2 Button	Left Mouse Button
Switch Weapon	R Bumper (hold for Weapon Radial)	R1 Button (hold for Weapon Radial)	Mouse Wheel

ACTION	XBOX ONE	PS4	PC
Toggle Zoom	Right Thumbstick Button	R3 Button	T Key
Fire Plasmid	L Trigger	L2 Button	Right Mouse Button
Switch Plasmid	L Bumper (hold for Plasmid Radial)	L1 Button (hold for Plasmid Radial)	Function Keys
Toggle Crouch	Left Thumbstick Button	L3 Button	C Key
Switch Ammo Type	D-Pad (Up, Down, Left)	Directional Pad (Up, Down, Left)	[] Keys
Status Menu & Map	Back Button	Select Button	M Key
Pause Menu	Start Button	Touchpad Button	P Key

DIFFICULTY OPTIONS

There are three difficulty settings to choose from when beginning a new game: Easy, Normal, and Hard. This strategy guide is based on the Normal difficulty setting, which serves as the game's default difficulty. You should initially play this mode, and if you struggle to stay alive, consider lowering it to Easy. Unlocking all of the Achievements/Trophies requires completing the game twice, so save your attempt at Hard mode until after you've played through the game once on Normal. The following list details the major differences between the difficulty modes.

DIFFICULTY NOTES

- Player takes less damage on Easy and more damage on Hard.
- Plasmids consume less EVE on Easy and more on Hard.
- Body Shots deal less damage to enemies on Hard mode.
- Players get an EVE bonus when they respawn at a Vita-Chamber on Easy.
- Hacking is easier on Easy and more difficult on Hard.
- Money drops are more frequent on Easy and less so on Hard.
- Consumables give more health and/or EVE on Easy and less on Hard.
- Big Daddies are not healed by a Little Sister when the player goes to a Vita-Chamber on Easy.
- Big Daddies are healed by Little Sisters faster and for more health on Hard.
- Security elements are slower to detect you on Easy and faster on Hard.
- Hacked vending machines are cheaper on Easy and more expensive on Hard.

GAME PROGRESSION

The story of *BioShock 2* is revealed as the player progresses through nine distinct areas within Rapture. Goals are provided in sequence to keep the player moving through an area, exploring his surroundings, and continuing the fight to reunite with Eleanor. These goals are revealed as radio messages, often by a man named Augustus Sinclair, but can be also accessed through the Map Screen. A large star icon will appear on the in-game map, along with an arrow indicator on the screen, to help guide you in the proper direction.

Unlike in the original *BioShock*, past areas cannot be revisited, so it is imperative that you not exit an area without first completing your goals. This means searching for all of the Audio Diaries, tonics, and other items that you expect to find in the area.

A key piece of the gameplay revolves around obtaining ADAM from Little Sisters. Though entirely optional, ADAM is the currency needed to buy the vitally important Plasmids, tonics, and health and EVE upgrades. Each area has two or three Little Sisters that must be isolated from their Big Daddies. Each Little Sister can then be taken to two specifically marked corpses to perform an ADAM Gather before you decide their fate. Little Sisters can carry over from one area to the next, so if you only deal with two or three in one area, you'll have a chance to encounter four in the next area. Keep in mind that there are no Little Sisters beyond the seventh area, Fontaine Futuristics, so this is your last chance in the game to save or harvest them.



Lastly, though there are a handful of story-related enemies who can be considered "boss enemies," the true boss creatures of the game are the Big Sisters that appear periodically—never more than one per area—based on how many Little Sisters you've dealt with and how often.

Generally speaking, *BioShock 2* is more difficult than the original game, so you should save your progress often rather than relying solely on the Auto-Save that occurs each time you enter a new area. Consider creating two new save files at the start of each area and overwrite the second one as you progress in good standing, while always leaving the other one as a clean start for that chapter of the game.

EXPLORING RAPTURE



Even though much of the gameplay centers around combat, your survival—and understanding of the deeper story elements—relies heavily on your ability to navigate the city and find that which is hidden. The various districts in Rapture are large, multi-level complexes with lots of nooks and crannies to get into. It's important to understand that as time went on in Rapture, and people became addicted to ADAM, they became incredibly protective of their belongings and went to great lengths to hide them. Finding hidden stashes of ammunition and money, hacking into safes, and locating tonics and Audio Diaries that have been secreted away is a major part of the gameplay.



Nearly every container that you think an item can be hidden in has in fact been used as a container in Rapture. Approach every desk, storage crate, locker, suitcase, briefcase, and refrigerator you encounter and press the Inspect button to see what contents it contains. Some are empty, but the vast majority contains money, ammo, and possibly a snack, an EVE Hypo, or a First-Aid Kit.

TIPS FOR EXPLORING

Listen for Security: Security Cameras and Turrets both make a distinct noise that betrays their presence. Listen for danger (and keep your eyes open) for the back and forth whirring of the Security Camera as it pans across a room. Turrets make the sound of a small internal combustion engine starting up right before they spring to life and begin attacking. Pause before entering any new area and listen for these sounds and look for a telltale red light sweeping back and forth, then draw your Hack Tool and hack the devices to bring them to your side before they spot you. Lastly, if you consult the maps in this guide you will always know where the nearest Security Bot Shutdown Panel is located—just in case you fail a hack or trip an alarm.

Stay Healthy: First-Aid Kits are your best friend. You can carry up to five of them at once (initially), and it only takes one to fill your health meter. It's important to always carry as many First-Aid Kits as possible, especially when going up against Big Daddies and Big Sisters. Search containers and loot corpses to find additional First-Aid Kits. Another good source for First-Aid Kits are the Circus of Values machines—hack these to get lower prices. Lastly, hack a Health Station and get a blue zone bonus to get a free First-Aid Kit, then destroy the station to get another one. Never let your character's Health Meter empty completely, or you'll be sent to a Vita-Chamber where you'll begin anew with just one EVE Hypo and one First-Aid Kit.

Can't Take It with Them: It might seem like an obvious thing to say, but it's easy to get caught up in the action and forget to search the corpses you leave in your wake. The sheer volume of ammunition, items, and money (and sometimes ADAM) that can be gained from thoroughly searching the corpses of your victims cannot be overstated. Additionally, be sure to employ the Scrounger tonic as soon as you can, since the ability to "re-roll" a search of a container or corpse frequently results in more valuable items than the preliminary search would (it also sometimes reduces the items you'll find, so beware). There are also a couple of Audio Diaries that can only be found by killing and searching the bodies of very specific enemies.

The Audio Trail: The story of *BioShock 2* is a lot deeper than many players may realize. Though each and every Audio Diary in the game has been transcribed within the walkthrough portion of this book, it's still recommended that you find and listen to them firsthand. Not only is the voice-acting superb, but you'll really get a feel for the emotional turmoil so many of the Rapture citizens were under when they recorded their stories. There are over 120 Audio Diaries in Rapture, some of which reveal information critical to your

progress. But even the diaries that aren't essential still add a significant depth to the story (and the many side-stories of characters you may never meet) and really help you understand what life in Rapture was really like before and after Ryan's demise.

Got the Munchies?: First-Aid Kits and EVE Hypos aren't the only way to replenish your life force. There are tons of snacks and beverages scattered throughout the city, ranging from potato chips to thermoses of coffee. The majority of these snacks restore a small amount of health and/or EVE. Keep in mind, however, that alcoholic drinks replenish some health, but only at the expense of EVE (unless you equip the Booze Hound tonic). Also, if you drink two or more alcoholic beverages in quick succession, you become drunk and your vision blurs. Continue drinking alcohol, and the effects become even more pronounced and last longer. This isn't recommended, especially if there are enemies are nearby.

Status Check: The Status and Map Screens give you insight into everything you come in contact with in Rapture. Press the Map button to call up this screen and inspect the map, to re-listen to radio messages, and to read notes about various gameplay systems and weaponry. You can also check on your research progress (using the Research Camera) and evaluate your current goals.

Keycode Memory: Be assured that any doors requiring keycodes to open them really do hide some valuable items. One new feature in *BioShock 2* is that you no longer have to actually memorize or write down a given keycode. Simply listen to the correct Audio Diary or point the camera at the keycode where it may be written to have the game automatically memorize the code for you. So long as you discover the code in the game, you see a piece of paper appear on-screen with the keycode when you approach the door. Be on the lookout for four-digit codes, and make sure to look closely at any you encounter.

Relaxed Swimming: Though you will surely spot the occasional Big Sister through the glass swimming around the exterior of the city, you can find comfort in knowing that you won't encounter any threat while you are in the open ocean. You cannot use your weapons or Plasmids while on the seafloor, and enemies do not attack in these areas. These sea-going interludes are brief, and even though you occasionally find a corpse to search or an ADAM Slug to collect, your trips between airlocks offer respite from the danger that lurks around every corner within the city.

PROTECTOR IN COMBAT

Big Daddies were created for one reason and one reason only: to ensure the safety of their Little Sisters by any means necessary. Big Daddies come in a variety of styles—Bouncers, Rumbler, Rosies, and Alpha Series—and each have their unique attack capabilities, but you are different. You aren't just any old Big Daddy. You are Subject Delta, and as such, you are capable of dual-wielding a variety of Plasmids and weapons and in this you have no equal. You must master the art of this unique style of combat if you are to ever reunite with Eleanor.

WEAPON MASTERY



Despite the emphasis on a well-told story, *BioShock 2* is ultimately a first-person shooter. As with any other game in this genre, you can expect access to a number of different weapons, along with the need to squeeze off thousands of rounds of ammunition by the time you reach the end of the game. Unlike other games, however, each of the weapons (and especially their ammunition) used by Subject Delta are so different that you can experiment with different techniques and play styles quite easily. Consult the "Big Daddy Weaponry" chapter for a complete description of each weapon, its ammunition types, and its available upgrades.

TIPS FOR WEAPONS USE

Reload Often: This goes without saying for experienced gamers, but if you're new to this particular genre, then this advice is for you. Don't ever advance down a hallway or enter a new room without first reloading your weapon.

Ammo Collector: There's no such thing as carrying too much ammunition, and it only takes a second or two to search containers and corpses for ammo. Your Big Daddy weapons may be a lot larger than the ones that Splicers use, but you can still replenish your Machine Gun and Shotgun from weapons dropped by Splicers. Raid the corpses of fallen Big Daddies and Alpha Series to find ammo for your heavy firearms.

Right Gun for the Job: Weapons like the Speargun and Launcher are specialty weapons that are best left for specific situations. Switch to the Shotgun, Rivet Gun, or Machine Gun when you are navigating a new area and making your way down an unexplored corridor. These weapons are better suited for a variety of situations and should be your go-to weapons for most situations. They also have the most abundant ammunition.

Prioritize Upgrades: There are 14 Power to the People weapon upgrade stations in Rapture, and finding these machines is paramount to your survival. You won't be able to fully upgrade each and every weapon as you were in the original game—each of the six weapons now has three upgrades—but this only means you must be more selective in your upgrades. Be sure to look at the accompanying maps in this book for their locations and read each of the upgrade strategies outlined in the "Big Daddy Weaponry" chapter.

Paper, Rock, Bullet: The base ammunition works fine early in the game, but you'll eventually need to rely on each weapon's two alternative ammo types if you're going to survive. All three ammo types can inflict damage against any enemy, but each enemy is markedly more vulnerable to a specific type of ammo. Remember that fleshy enemies are vulnerable to Anti-Personnel Rounds and Solid Slugs, whereas armored enemies and machines are more susceptible to Armor-Piercing Rounds and Heavy Rivets. You can only carry half as much of these specialty ammunition types as you can the standard ammo, so always switch back to basic ammo once a major skirmish is over.

Think Defensively: A key difference in your role as a Big Daddy is that you play the role of defender far more often. Remember that ADAM Gathers and Big Daddy confrontations are started on your mark, so wait to initiate them until you have laid down plenty of traps. Trap Rivets, Trap Spears, and Mini-Turrets (along with Cyclone Traps) are invaluable for helping you fend off an incoming ambush.

Use Cover: Just because you have a Big Daddy suit on doesn't mean you won't take damage from enemy attacks. Move in and out of cover to avoid incoming gunfire, and avoid using the first-person "zoom" mode if you can help it, since this prohibits you from using Plasmids and forces you to move slower.

BENEFITS OF ADAM

What truly sets *BioShock 2* apart from other first-person shooters are the Plasmids. These gene-altering powers enable Subject Delta to unleash myriad special attacks. These range from the ability to hurl fireballs, to summoning Security Bots, to unleashing swarms of stinging insects! Through ADAM, Subject Delta can absorb a collection of genetic modifications in the form of Plasmids (active) and tonics (passive) that yield a bevy of surprising powers. The "Evolve Today!" chapter contains a full description of each and every Plasmid and tonic, along with strategies for finding and using each of them.



TIPS FOR PLASMID WELDERS

Strike First: Years of playing other games has probably conditioned you to react to an enemy's appearance with a squeeze of the trigger. It's time to break this habit. Unless you are preparing for a special encounter, you should always have an immobilizing Plasmid like Electro Bolt or Winter Blast equipped. Use the Plasmid as soon as you see an enemy to instantly render that foe into a harmless sitting target for you to shoot.

Inject Regularly: Plasmids consume a serum known as EVE, which must be refilled through the use of EVE Hypos. Subject Delta automatically injects a new EVE Hypo when the EVE runs out, but this can create an opening for enemy attacks. Watch the amount of EVE available and force replenishment whenever it nears the empty mark. Hold open the Plasmid Radial and press the Reload button to use an EVE Hypo.

Needle Collection: You can only carry up to five EVE Hypos at once (initially), and although more can be purchased at most Circus of Values machines, it's far more cost-effective to collect them from the environment. Look for the telltale blue glow of an EVE Hypo and use Telekinesis to get it—many are on ledges and hidden behind objects, so look around. You can also find them stuck into chairs, under beds, and in all sorts of containers. Corpses sometimes carry an EVE Hypo as well, but these fallen foes are not a reliable source.

Trust the Basics: It's always fun to test drive a new fanciful Plasmid, but don't discount the versatility and reliability of the ol' standbys. Plasmids like Electro Bolt and Incinerate! never really go out of style and never lose their effectiveness! Be sure to switch back to either of these Plasmids (or Winter Blast) when moving on into a new area.

Upgrade Wisely: There's no denying the raw firepower of Level 3 Incinerate! and Electro Bolt. But these Plasmids cost a truckload of ADAM to purchase from the Gatherer's Garden machines, and that ADAM could be better spent. Consider only upgrading Incinerate! and Electro Bolt to Level 2, and instead, spend that extra ADAM upgrading Security Command and Hypnotize to Level 3. This still allows you to attack with plenty of elemental damage, but also grants you the ability to befriend Big Daddies and summon Elite Security Bots.



Influence Enemy Behavior: Look for opportunities to influence enemy behavior and take advantage of it with your Plasmids. For example, place Cyclone Traps near doorways where you expect enemies to originate; set them on fire with Incinerate! and electrocute them when they head for nearby water; set up a decoy near Proximity Mines to bait enemies to their doom; and consider freezing an enemy with Winter Blast and, instead of shooting, use Telekinesis to throw this foe at the others.

The Silent Killer: Tonics may not carry the obvious powers of Plasmids, but their behind-the-scenes effects often have the most profound impact on your success. You'll find many tonics in the environment, but you'll need to purchase others—and extra Tonic Slots—from Gatherer's Garden machines. Make sure to splice tonics that either boost the effects of your Research Bonuses, increase your elemental abilities, or damage enemies who strike with melee attacks. Also, remember that the effects of tonics can be "stacked" to effectively double their effects. For example, having both Armored Shell and Armored Shell 2 spliced simultaneously makes you much harder to defeat.

BEYOND THE BASICS

ALL ABOUT ADAM

As a Big Daddy, you are the sworn enemy to the Splicers, but this doesn't mean you are at odds with ADAM. Quite the contrary: you need ADAM to fuel your ever-increasing need for Plasmids and tonics as much as the Splicers need it to get their fix. Little Sisters are the primary gatekeepers of the ADAM supply in Rapture. They carry it within them, they gather it from the corpses of Splicers, and they can even be coerced into giving it to you as a gift. However, they are not the only source of ADAM. ADAM can be also found on the corpses of Big Sisters (no more than one per area for +40 ADAM) and on ADAM Slugs found in the sea (+10 ADAM per Slug). There are three ADAM Slugs in Siren Alley and two in Fontaine Futuristics.

Unless you are trying to play through the game as quickly as possible, it is important that you try to maximize your collection of ADAM within the confines of your chosen moral bearing. This means not only dealing with each of the 12 Little Sisters, but also performing the maximum two ADAM Gathers that each Little Sister can obtain before she needs to be "dealt with." To do so, you must first "adopt" a Little Sister by defeating the Big Daddy that protects her. Kill the Big Daddy, raid his corpse for a wealth of ammo and money, then press the Reload button next to the Little Sister to adopt her.

Once adopted, the Little Sister rides on your shoulders; hold the Reload button down to have her lead you to one of the special corpses that she can Gather ADAM from. Set up your defenses, then place her down near the corpse to perform the Gather. Though she cannot be injured per se, enemies do attack in attempt to stop her. It's up to you to keep her safe. Gathers typically last a minute or so. Watch for the Gather progress meter to disappear, signaling that the Little Sister is done, then pick her up. This nets you +40 ADAM. Perform the second Gather to gain an additional +40 ADAM.



Pick up the Little Sister after the second Gather and carry her to a Sister Vent. This is where you make your final decision about her fate—often referred to as “dealing with” the Little Sister. “Harvesting” the ADAM Slug from within her effectively sacrifices the body of the Little Sister in exchange for +160 ADAM, whereas “rescuing” her only nets you +80 ADAM but cures the Little Sister and allows her to return to life as a normal child. This decision not only affects your ADAM supply, but also the ending of the game (see below). For every four Little Sisters you rescue, one will leave a generous gift for you at a nearby Gatherer’s Garden machine.

RUNNING ADAM TALLIES

Little Sister	Location	Gathers	Rescue	Harvest	Big Sister	Rescue Gift	Running ADAM Total (Rescuer)	Running ADAM Total (Harvester)
1	Ryan Amusements	80	80	160	40	—	200	280
2	Pauper’s Drop	80	80	160	—	—	360	520
3	Pauper’s Drop	80	80	160	40	—	560	800
4	Siren Alley	80	80	160	—	80	800	1040
5	Siren Alley	80	80	160	—	—	960	1200
6	Siren Alley	80	80	160	40	—	1160	1480
7	Dionysus Park	80	80	160	—	—	1320	1720
8	Dionysus Park	80	80	160	—	120	1600	1960
9	Dionysus Park	80	80	160	40	—	1800	2240
10	Fontaine Futuristics	80	80	160	—	—	1960	2480
11	Fontaine Futuristics	80	80	160	—	—	2120	2720
12	Fontaine Futuristics	80	80	160	40	250	2570	3000

As the table shows, playing consistently as a Harvester nets you 430 more ADAM than you would get by playing consistently as a Rescuer. Both of these totals can be increased by +50 if you find all of the ADAM Slugs. Additionally, there are other Gathers to perform outside of the constraints of the Protector Program, but let’s not spoil anything for you just yet. For the purposes of this discussion, tallies listed are limited up to and including the Fontaine Futuristics area.

LITTLE SISTER THANK-YOU GIFTS

Little Sisters Rescued	Gift
4	Proud Parent tonic, 50 dollars, 80 ADAM
8	Demanding Father tonic, 100 dollars, 120 ADAM
12	100 dollars, 250 ADAM, Crème-Filled Cake

Harvesting every Little Sister you encounter during the game, can provide you with a surplus of ADAM that will make it much easier for you. However, choosing the Rescue path makes the journey more difficult, but the ending joined to this path may be considered “better.” You should definitely avoid going back and forth between harvesting and rescuing, since you need to be 100% committed to one or the other in order to get all of the gifts and/or experience all of the endings.

THE JOYS OF PROUD PARENTING

The “Running ADAM Tallies” table is designed to illustrate the differences between harvesting all of the Little Sisters or rescuing them all. It must be noted that those who rescue the first four Little Sisters will receive the Proud Parent tonic which, if spliced, will generate 50% more ADAM during each subsequent Gather. This yields an additional 320 ADAM over the course of the game and brings the Rescuer total to 2900 at the end of Fontaine Futuristics, which is much closer to the 3000 ADAM gained through harvesting all Little Sisters.

HACKING



Hacking plays a big role in *BioShock* because it allows you to subvert the machinery in Rapture and turn the security system against Splicers, open locked doors, and lower the prices at vending machines, among other things. You can hack safes, Security Cameras, Security Bots, Turrets, vending machines, Health Stations, and even some door control panels.

One of the biggest changes made to *BioShock 2* is a total revamping of the hacking system. Not only do you now have a Hack Tool that fires Remote Hack Darts, letting you hack from a distance, but hacking is now done in real-time, leaving you vulnerable to enemy—or security—attacks while you perform the hack. Auto-Hack Darts allow you to instantly hack a device with the Hack Tool, but they are rare and should be saved for frantic situations and difficult hacks. Hack a machine by either firing a Remote Hack Dart at it, or approaching the machine and pressing the Reload button when the on-screen prompt appears. The hacking overlay then appears, and the hack begins immediately.

Complete the hack by stopping the needle in the green or blue zones as it bounces back and forth across the dial. The number in the center of the hack overlay indicates how many sweeps the needle can make before short-circuiting. A given hack can have between one and five stages, and the needle not only moves faster for more difficult hacks, but the blue and green zones get much smaller. Stopping the needle in a green or blue zone completes the stage. The white space ends the hack and shocks you, causing damage, while stopping the needle in a red space ends the hack and triggers a security alarm. Always know where the nearest Security Bot Shutdown Panel is located before attempting the hack. Also, there are a variety of hacking tonics available in the game to make hacking easier if it is too challenging.

HACKING BUYOUT FEES (EXCEPTIONS DO EXIST)

Area	Vending Machine	Security Bot	Security Camera	Health Station	Turret	Door Control Panel	Safe
Adonis Luxury Resort	—	—	—	—	—	—	—
Atlantic Express	20	10	10	20	—	20	—
Ryan Amusements	20	10	10	20	10	20	40
Pauper's Drop	30	15	20	20	20	30	50
Siren Alley	40	20	30	40	30	40	60
Dionysus Park	50	30	40	40	40	50	70
Fontaine Futuristics	70	50	60	70	60	70	90
Persephone	70	30	—	50	—	—	—
Inner Persephone	80	50	70	60	70	80	100

BLUE ZONE BONUSES

Hacking gets really difficult at times, but it's always worth the effort it takes to land the needle in a blue zone. Not only does this count as a success (and can end the hack instantly with the right tonic spliced), but it gets you a pretty nice bonus as well. Depending on what you're hacking, you might even encounter blues zones in more than one stage of the hack, thus giving you the chance to gain multiple bonuses.

HACKING BONUSES PER BLUEZONE

Hacked Machine	Bonus
Health Station	Free First-Aid Kit
Circus of Values	Free random item
El Ammo Bandito	Free random item
Safe	Extra money
Security Camera	Extended alarm when triggered by enemies
Security Bot	20% increase to attack damage
Turret	20% increase to attack damage

RESEARCH

One of the biggest ways to ensure the game's dynamic difficulty curve doesn't get a little too steep for you is to make frequent use of the Research Camera. You'll acquire this handy tool in Pauper's Drop and can gain valuable insight into your enemies by filming them during combat. Research leads to damage bonuses, new abilities and techniques, and even specialty tonics! You can learn all about using the Research Camera in the "Big Daddy Weaponry" chapter. Additionally, a full list of Research Bonuses for each and every enemy is included in the "Residents of Rapture" chapter.

Unlike the Research Camera in the original game, this is a video camera that automatically films the action on the screen once you start recording. Select the Research Camera from the Weapon Radial and point it at the enemy you wish to film (it then glows yellow), and press the Fire Weapon button to begin filming. Filming ends after a set period of time, or after the enemy is deceased or leaves the area. There are a host of tonics that you can splice into your system to improve your research score, extend the duration of filming, and also increase the damage bonuses you earn through research.



RESEARCH SCORING

Each individual enemy can only be filmed once, and bonus points are not awarded if multiple enemies of the same type are on-screen at once. Additionally, you can snap a photo with the Research Camera of the corpse of an un-researched enemy for the minimum five Research Points. The key to unlocking all four Research Bonuses per enemy type is to not only use a variety of attacks, but to chain multiple attacks together in creative ways.

The research scoring system is a very sophisticated system that rewards player creativity. Even though you can earn points and low-level Research Bonuses by performing basic attacks, the key to gaining those special tonics awarded for Level 4 Research Bonuses lies in your ability to compound multiple styles of attacks together. The scoring system doesn't just look for individual actions, but has been programmed to detect specific combinations that showcase your mastery of weapons and Plasmids. Here are just a few examples of the nearly infinite number of combinations you can perform that can really boost your Research Score.



CREATIVE RESEARCH TIPS

- Set an enemy on fire so it runs towards the water. Electrocute it once it enters the water to kill it.
- Freeze an enemy into a block of ice, stick Trap Rivets on it, then use Telekinesis to throw the frozen body at other enemies.
- Shoot a Trap Rivet or two at a fuel drum to create an explosive trap, then position a decoy near the fuel drum to lure an enemy into harm's way.
- Fire some Trap Rivets and Trap Spears at the ceiling, then place a Cyclone Trap on the floor beneath it and use a decoy to lure an enemy into the trap. Watch as he is sent skyward into the other traps.
- Use Security Command to turn a Rumbler's Mini-Turret against it, then use Hypnotize 3 to befriend it and film it attacking another Big Daddy or Alpha Series.

MACHINES OF RAPTURE

VENDING MACHINES

Nearly every corner of Rapture contains either an El Ammo Bandito or Circus of Values vending machine. This is where you spend your money on items ranging from snacks and drinks to First-Aid Kits and ammunition. Circus of Values machines typically carry your basic necessities: First-Aid Kits, EVE Hypos, basic ammunition, and maybe a few snacks and a Hack Dart or two. El Ammo Bandito vending machines don't carry First-Aid Kits or EVE Hypos, but they do carry a wealth of ammunition, including the hard-to-find alternative ammo (provided you have encountered it at least once in the environment).

There are numerous tonics available that provide a discount at these vending machines. Hacking a vending machine also lowers the price and gives you the chance to earn a free item for each blue zone you stop the needle in. These vending machines both also occasionally contain an item or two that are only available in hacked machines.



GATHERER'S GARDEN

Your money is no good here! The Gatherer's Garden machines only accept ADAM in exchange for the Plasmids, tonics, slots, and health and EVE Upgrades they contain. These machines aren't as common as the others, but you'll find one in close proximity to most Little Sister encounters, so you won't need to go far to spend the ADAM you acquire. There are new Plasmids and tonics available in each area you visit, so always check the entire list of available upgrades before purchasing your item.

Though it's tempting to spend your ADAM on health and EVE Upgrades, it's not a great idea to do so. Consider purchasing just one Health Upgrade early in the game and see how long you can go without needing another one. You should be able to live off the readily available First-Aid Kits at least until things start to get a bit more difficult in Dionysus Park. Similarly, refrain from purchasing too many Plasmid Slots until you find yourself branching out and using more than just three or four. Tonic slots are a better investment early on.

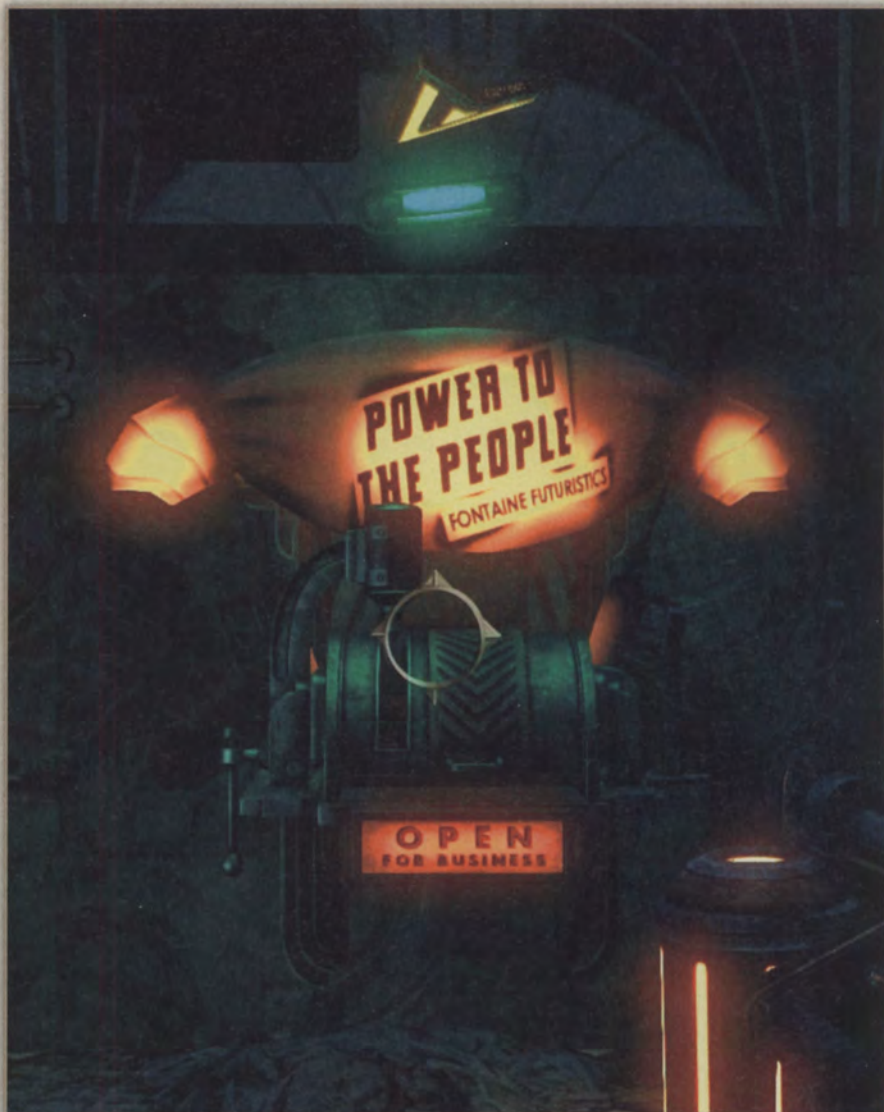


POWER TO THE PEOPLE

Power to the People machines are the rarest of all in Rapture, since there are only 14 in existence. These weapon upgrade stations are typically far off the beaten path, but are certainly worth seeking out. Power to the People machines offer a one-time, free-of-charge upgrade to the weapon of your choice. Each weapon, excluding the Hack Tool and Research Camera, can be upgraded three times. Each weapon's third upgrade is an especially potent upgrade that can only be selected after both of the other upgrades have been applied. These upgrades typically enhance the damage the weapon can inflict, reduce its limitations, or enhance its carrying capacity.

It only takes some basic math to realize that there are four fewer Power to the People machines than total available upgrades. Knowing that you are not going to be able to fully upgrade every weapon, it's important that you consider each upgrade carefully. For example, don't upgrade the Drill unless you are going to make an effort to use it. The same goes with the Rivet Gun—its effectiveness quickly begins to pale once you get used to using the Shotgun and Machine Gun.

The upgrades you choose are entirely up to you, and any combination can be successful if you are committed to using the weapons you focus the upgrades on. That said, if there are two weapons that you may want to fully upgrade, they would be the Shotgun and the Launcher. It is hard to overstate how valuable these weapons are late in the game.



GENE BANKS



There's a Gene Bank on every corner in Rapture, and for good reason. The only time you can make changes to the selection of Plasmids and tonics you have spliced is when acquiring a new one by visiting a Gene Bank. These machines allow you to swap out any Plasmid or tonic with another. You probably won't make too many changes to your set of equipped Plasmids given their cost, but you will surely see your needs for certain tonics change over time. Early in the game, your focus should be on self-preservation and improvement. This likely shifts to a focus on getting the most out of your Research Camera and making hacking easier in the middle portion of the game. Then, ultimately, you'll need to splice those tonics that make you as big and bad as possible!

VITA-CHAMBERS

Should your Health Meter be completely drained, you'll be brought back to life in these tall cylinders of pulsing light. Vita-Chambers are scattered throughout Rapture, and if you die, you'll appear in the nearest one that you have discovered thus far. Although the presence of Vita-Chambers reduces the importance of saving your progress frequently, you must know that you revive in a Vita-Chamber with just a single First-Aid Kit and EVE Hypo, no matter how many you were carrying when killed. For this reason, you should save regularly and reload your last save file whenever you are killed. Vita-Chambers can be disabled in the Options menu. We recommend doing this when striving for the "Big Brass Balls" Achievement so you don't inadvertently use one and forget to reload your last game save.

All is not lost when you have to use a Vita-Chamber. For one thing, the battle that you were engaged in is still ongoing. And though Big Daddies are partially healed by their Little Sisters while you are away at the Vita-Chamber, they do not get all of their health back. The same goes for Big Sisters, who drain the ADAM from nearby corpses to refill their health. Lastly, you still maintain possession of an adopted Little Sister that was in your care when you ran out of health—she'll be standing outside the Vita-Chamber when you exit it. Don't forget to pick her up!



SECURITY BOT SHUTDOWN PANELS

These panels can only be accessed after an alarm has been sounded and Security Bots have been called to attack you. Instead of fighting back or finding a hiding place, simply run up to one of these panels and pull the lever to disable the alarm and shutdown the Security Bots. The Security Bots fall to the ground, at which time you can hack them to make them work for you! Alarms can sound any time you fail a hack (stopping the needle in the red zone) or are spotted by a Security Camera.

HEALTH STATIONS

Health Stations can be found throughout most of Rapture and are a great source for a quick pick-me-up. Surprisingly, there are actually several things you can do with a Health Station. Though the Health Station is designed to provide an inexpensive health refill, this is the one thing you shouldn't ever do. Only suckers pay full price! Instead, hack the machine and try to stop the needle in a blue zone for a free First-Aid Kit. Even if you miss the blue zone, you'll at least be able to get your health refilled for a much lower cost. Also, hacked machines release a deadly poison whenever a Splicer tries to use it, thereby adding yet another trap to your arsenal! The other thing you can do, either before or after you hack the machine, is destroy it. Take out your Drill or Shotgun and wreck it to gain a free First-Aid Kit. Vandalize Health Stations in areas that you won't be returning to after getting a blue zone bonus, and you'll take two free First-Aid Kits with you when you go!



BIG DADDY WEAPONRY

Big Daddies have special abilities, and therefore it's only natural that they wield special weapons. Even though several of their weapons are equivalent in function to their human counterparts, you can be sure every one of the eight weapons and tools detailed in this chapter feels right at home in the hands of a Big Daddy. Many of the weapons and their corresponding upgrades and ammo are being introduced for the first time in BioShock 2, so continue reading for all of the details.

BULLET SUPPLY

Taking on the world of *BioShock 2* as a Big Daddy necessitates some significant changes, and none are more prevalent than the weaponry you wield. Big Daddies are quite a bit larger and far stronger than humans are, and consequently they have access to a number of custom weapons that fit their abilities. There are a total of eight weapons available, including five ranged weapons, one melee weapon, the Research Camera, and the Hack Tool. Each and every one of them can be swung at an enemy in an attempt to crush bones, but none is as effective as the Drill when it comes to melee damage. Alas, even the Drill has an ammo requirement in the form of Drill Fuel.

Though the Big Daddies may have created their own unique weapons, they were smart enough to make sure some of them utilized standard human ammunition. The Machine Gun, Shotgun, and Launcher all utilize the very same ammo that the Splicers and other once-humans like to use in their corresponding weapons. This means that searching corpses and collecting ammo from dropped weapons is still a useful tactic. Ammo can also be found in the many storage crates, lockers, and other searchable containers littering Rapture. You can also take the money you undoubtedly pilfer from your victims and use it at the El Ammo Bandito and Circus of Values vending machines to purchase ammunition. The latter is more of a general goods machine, while the former sells nothing but ammunition (and often carries the hard-to-find specialty ammunition). The price for ammo is the same in both types of vending machines.



HACK FIRST, BUY SECOND

Always take a moment to hack a vending machine before doing any shopping. Vending machines are notoriously easy to hack. Stopping the needle inside a blue zone during the hack earns you a free item, and hacking lowers the prices by 20% and unlocks hidden items for sale inside the machine. Furthermore, even if you have trouble hacking and don't have an Auto Hack Dart available, you can always do a Hack Buyout—it does cost some money, but depending on how much you plan to spend, you might still save in the end! Check the "Into the Dive Suit" chapter for a full list of buyout prices for every machine per area.

EL AMMO BANDITO VENDING MACHINE PRICES

Item	Weapon	Price	Hacked Price
Drill Fuel x50	Drill	32	26
Rivet x12	Rivet Gun	30	24
Trap Rivet x6	Rivet Gun	39	32
Heavy Rivet x6	Rivet Gun	32	26
00 Buck x4	Shotgun	40	32
Solid Slug x4	Shotgun	60	48
Phosphorous Buck x4	Shotgun	65	52
.50 Caliber Rounds x40	Machine Gun	46	37
Armor-Piercing Rounds x20	Machine Gun	58	47

EL AMMO BANDITO VENDING MACHINE PRICES

Item	Weapon	Price	Hacked Price
Anti-Personnel Ammo	Machine Gun	55	44
Spear Ammo x5	Speargun	38	31
Trap Spear Ammo x4	Speargun	48	39
Rocket Spear Ammo x2	Speargun	68	55
Frag Grenade x2	Launcher	58	47
Proximity Mine	Launcher	32	26
Heat-Seeking Rocket	Launcher	34	28
Mini-Turret (Hack Only)	Hack Tool	32	32

WEAPONS GUIDE

Though there are a total of eight weapons to select from in the Weapon Radial—and all can be swung melee-style—only six of these devices truly qualify as weaponry. The other two, the Research Camera and Hack Tool, are tools. That said, the Drill is the only weapon that doesn't feature a variety of ammunition (it consumes only one type of Drill Fuel). Similarly, the Research Camera and Hack Tool are the only devices that do not have any available upgrades. Weapons can be upgraded by stopping at a Power to the People machine and selecting one of the available upgrades. Power to the People machines are very rare and can only be used once, so choose wisely. It's impossible to fully upgrade every weapon during a single playthrough of *BioShock 2*, so consider your tendencies and the upgrade strategies that follow before committing to any one upgrade.

SELECT TWO, UNLOCK A THIRD

Without exception, a weapon's third upgrade only becomes available after the first two have both been installed. You can select either of the two initial upgrades to install in either order, but you must install both if you are to access the third. And remember, only one upgrade per station!

DRILL

The Bouncer's Drill was as much a symbol of the original *BioShock* as Little Sisters and bathyspheres, and now you get to have one to call your own! The Drill is a devastating melee weapon that can be used in a number of ways. Like the other weapons, it can be used to bash an enemy over the head (more like a pointy-ended uppercut) with a tap of the Melee button. This not only conserves Drill Fuel, but is a great follow-up to an Electro Bolt attack. It also inflicts far more damage than clubbing an enemy with any other weapon. You can also deliver continuous heavy damage to an enemy by holding the Fire Weapon button to spin the Drill and bore into an enemy. This consumes Drill Fuel, but inflicts significant damage to all enemy types, even Big Sisters. Lastly, you eventually learn how to perform the Drill Dash attack. You can perform this high-speed attack by pressing the Melee button while holding the Fire Weapon button. This action sends the Big Daddy dashing across the floor to deliver incredible damage to a distant enemy. The Drill Dash attack becomes available after achieving the Level 1 Research Bonus from a Brute Splicer.

FUEL CAPACITY

Ammo Type	Tank Capacity	Carry Capacity
Drill Fuel	300	300

AMMUNITION

Drill Fuel: Drill Fuel is the only ammunition type for the Drill, and it enables the Drill to spin for its more powerful attacks. You can purchase Drill Fuel at vending machines, find it in the environment or on corpses, and even get it for free from the rare Fueling Station.

WEAPON UPGRADES

Drill Fuel Efficiency: Cooling nozzles lubricate the Drill, reducing the speed of fuel consumption.

Drill Damage Increase: Augers on the sides of the Drill increase the damage. Damage increase applies to both Drill spin and melee attacks with the Drill.

Drill Reflector Upgrade: A large electromagnetic dynamo is powered by the Drill's rotation. Incoming projectiles are reflected back at attackers while the Drill is spinning.

DRILL UPGRADE STRATEGY

Regardless of how often you plan to use the Drill, you should select the Drill Damage Increase at either the first or second Power to the People machine that you encounter. This all but guarantees your ability to kill low-level Splicers with a jolt of Electro Bolt and a melee attack with the Drill. Furthermore, Drill Damage Increase ensures that you can pierce the armor of Big Daddies and Big Sisters when they corner you—and they will corner you! Similarly, you should also consider equipping the Drill Power and/or Drill Power 2 tonics to further increase the Drill's effectiveness as a melee weapon. Equip both to stack the effects and get even more bonus damage per Drill attack!

Those looking to make heavy use of the Drill should certainly select the Drill Fuel Efficiency Upgrade and consider equipping the Freezing Drill tonic. There aren't a lot of opportunities to employ stealth tactics, so don't expect the Drill Lurker tonic to be of much use.

Lastly, if you've always wanted to role-play as a Bouncer, you now have your chance! Install the Drill Specialist and Drill Power tonics, and opt for the Drill Reflector Upgrade at the next Power to the People station you encounter. Even though Telekinesis can do many of the same things that the Drill Reflector Upgrade can do, Telekinesis can't reflect bullets! Keep the Drill spinning and watch as your enemies effectively turn their guns on themselves! Drill Specialist significantly reduces the amount of EVE consumed with each use of a Plasmid, so you can zap-and-drill your way to victory! Just be sure to keep plenty of Drill Fuel on hand. And, perhaps most importantly of all, research Big Sisters—the Level 4 Research Bonus awards you the Drill Vampire tonic, which leeches health from your enemies as the Drill inflicts damage.

RIVET GUN

No Big Daddy would be complete without the deadly Rivet Gun that made the notorious Rosie so menacing in the original game. The Rivet Gun essentially fills the space in the player's arsenal previously occupied by the Pistol. It fires single projectiles—rivets—at a moderate rate, making this gun a satisfactory all-purpose weapon. Standard rivets offer a moderate amount of piercing damage, and the Rivet Gun can be used as a melee weapon in a pinch. Click the Look Controls to stare down the barrel for a more accurate shot, though this requires two hands and prohibits Plasmid use until the Look Controls are clicked again.

RIVET GUN AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity (Base)
Rivets	12	60
Heavy Rivets	12	24
Trap Rivets	12	24

AMMUNITION

Base Ammo: Rivets originally intended to bolt together steel plates for the construction and repair of Rapture. Now they are best used for shooting Thuggish, Leadhead, and Spider Splicers. Can also be useful in the destruction of security equipment or shooting explosive drums or windows.

Alternate Ammo: Heavy Rivets are extra-dense industrial-grade rivets and offer moderate armor-piercing capability. They fire slower than the standard rivets, but have far more stopping power. They are the ammo-of-choice for battling Brute Splicers, Big Daddies, Alpha Series, and Big Sisters.

Alternate Ammo: Trap Rivets are loaded with a shaped charge and stick into solid objects. They emit a laser trip-wire that, when broken, makes the Trap Rivet fire a second rivet at the enemy passing by. Trap Rivets are perfect for defending an area. Trap Rivets do not fire when the player Big Daddy walks by, and unused Trap Rivets can be collected following a battle.

WEAPON UPGRADES

Rivet Gun Damage Increase: A higher-pressure firing mechanism provides greater penetration and damage.

Rivet Gun Clip Size: A larger magazine increases the clip size, resulting in 50% more shots before reloading. This boosts the magazine capacity from 12 to 18 rivets.

Rivet Gun Heat Upgrade: An internal heating mechanism heats rivets to a white-hot temperature before they are fired. **CAUTION:** May ignite living creatures on repeated shots.

RIVET GUN UPGRADE STRATEGY

The Rivet Gun is an important weapon in the early goings of the game, but may fall out of favor as you obtain more powerful specialty weapons. Nevertheless, the Rivet Gun Damage Increase is a worthwhile upgrade no matter how you expect to play and should be one of the first two or three upgrades you opt for.

You can play the entire game through without needing the Rivet Gun Clip Size or Rivet Gun Heat Upgrade, though the latter is very useful, since it has the chance to set enemies ablaze without requiring the use of Incinerate!! The Rivet Gun Clip Size upgrade does come in handy when fighting Big Daddies and Big Sisters—being able to fire off 18 Heavy Rivets without reloading is very helpful—but you can usually shock an enemy with Electro Bolt to buy some time while you reload.

Without the upgrades, you may only use the Rivet Gun in the latter stages of the game to lay down a series of Trap Rivets while protecting the Little Sister during a Gather.

If you find yourself always coming back to the Rivet Gun, go ahead and fully upgrade the weapon. Furthermore, equip the Headhunter tonic to increase the damage your headshots inflict. You'll have to zoom in more often to line up these shots, but the extra damage is worth it. Try zapping an enemy first with Electro Bolt to lock them in place while you go for the headshot.



MACHINE GUN

The Machine Gun uses the same ammunition as the Tommy Guns you'll see many of the Leadhead Splicers carrying, but that's where the similarities end. The Machine Gun has been scaled for a Big Daddy and resembles a Gatling gun more so than the pint-sized weapons the Splicers use. This weapon has an unmatched rate of fire and can spray enough bullets to mow down an army of Splicers in a few seconds flat. The downside to the Machine Gun is that it suffers from ferocious recoil and can be quite inaccurate in unsteady hands. It is best used in short bursts, though that does tend to sideline its greatest asset: its fully automatic firing capability. The Machine Gun is best saved for use against groups of low-level Splicers (perhaps during a Gather) or against larger targets such as Brute Splicers and Big Daddies. It also does well against close-range targets. Perhaps more so than any other weapon, your choice of ammunition is critical.

MACHINE GUN AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
.50 Caliber Rounds	40	280
Anti-Personnel Rounds	40	160
Armor-Piercing Rounds	40	160

AMMUNITION

Base Ammo: The Machine Gun uses the same .50 Caliber Rounds as the machine guns employed by Leadhead Splicers, so it isn't difficult to find ammo. The standard round offers a small amount of piercing damage and is best for Thuggish and Leadhead Splicers.

Alternate Ammo: Switch to the coveted Anti-Personnel Rounds for use against groups of Splicers in critical situations. This is the perfect ammo for defending the Little Sister during a Gather. It's also an excellent choice when fighting Brute Splicers and Houdini Splicers.

Alternate Ammo: Armor-Piercing Rounds offer increased armor penetration and are an excellent choice when taking on an Alpha Series or Big Sister. It's best to use Armor-Piercing Rounds and the Machine Gun for these faster armored enemies and save the Rivet Gun for the slower moving Big Daddies.

WEAPON UPGRADES

Machine Gun Damage Increase: Reinforced barrels allow for increased muzzle pressure and a higher damage output.

Machine Gun Recoil Reduction: A stabilization cylinder reduces the kickback of the Machine Gun, resulting in more accurate fire.

Machine Gun Ricochet Upgrade: A high density electrical field prevents shots from breaking up on first impact, causing them to ricochet.

MACHINE GUN UPGRADE STRATEGY

The Machine Gun may not be the gun you reach for first, but the ammo is far too plentiful for this gun to not be used frequently, especially when the EVE really hits the fan. Unfortunately, the Machine Gun can be a bit unwieldy without the Machine Gun Recoil Reduction upgrade. This need not be one of your first upgrades, but everyone should slot this in during his or her fourth or fifth visit to a Power to the People machine. The Machine Gun Damage Increase is a nice upgrade as well, but upping the stopping power of the weapon won't matter if it continues to jump out of your hands with each squeeze of the trigger! Another nice thing about opting for the Machine Gun Recoil Reduction is that with less recoil comes more accuracy—and a chance to make use of the Headhunter tonic.

Players who find themselves constantly reaching for the Machine Gun certainly want to install both the Recoil Reduction and Damage Increase upgrades in order to gain access to the Machine Gun Ricochet Upgrade. This wonderful upgrade actually takes advantage of the gun's rate of fire by making the bullets ricochet off whatever object they hit first. This means that if you empty a magazine at a group of enemies in a cluttered room, there's a good chance that those bullets that sail wide of the mark may ricochet off the wall or furniture and hit the target from a different angle.

SHOTGUN

The Shotgun is the ultimate short-range gun. It fires a wide burst of pellets and can be fired effectively from the hip or shouldered for increased accuracy. The Shotgun can defeat most low-level enemies with a single blast, and is also effective against armored enemies that get too close. Of the primary weapons, the Shotgun does have the slowest firing rate (and smallest capacity), but these shortcomings are offset by the increased firepower. The Shotgun is the perfect weapon for tight hallways and areas where enemies can suddenly appear at close range. It's not conducive for open spaces or situations when enemies can move quickly between distant locations.

SHOTGUN AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
00 Buck	2	24
Solid Slug	2	12
Phosphorous Buck	2	12

AMMUNITION

Base Ammo: 00 Buck that does a moderate amount of piercing damage. This ammunition can deliver significant damage to all types of enemies, and is best used at close-range to increase the number of pellets that hit their mark (the pellet spread increases with distance).

Alternate Ammo: The Solid Slug does away with the Shotgun's patented pellet spray in favor of a single slug, not unlike a traditional muzzle-loader rifle. This transforms the weapon into a single-shot rifle that offers pinpoint accuracy, moderate anti-personnel damage, and the ability to travel through multiple targets.

Alternate Ammo: Phosphorous Buck is pellet-based ammunition that is sticky by nature and explodes in small bursts after a short time. Enemies struck with the Phosphorous Buck start panicking and acting erratically, right up until the phosphorous-coated pellets explode and kill them. This is exceptionally useful against groups of enemies and also against larger, armored foes like the Alpha Series.

WEAPON UPGRADES

Shotgun Clip Size: A double revolver mechanism allows six shots before reloading.

Shotgun Damage Increase: A sawed-off barrel increases damage of all ammo types.

Shotgun Tesla Upgrade: Kinetic energy from firing is used to charge several dynamos, randomly generating an electric shock.

SHOTGUN UPGRADE STRATEGY

If you only end up fully upgrading one weapon, let it be the Shotgun. The improved Shotgun Clip Size is one of the most useful upgrades of all, and triples the number of shots you can fire between reloads. Opting for the Damage Increase all but guarantees one-shot kills on Thuggish and Leadhead Splicers, and also inflicts severe damage against Spider Splicers. The Tesla Upgrade is a fantastic upgrade for the latter stages of the game when you're dealing with faster, more heavily armored enemies. Though the Tesla Upgrade's effects occur randomly, they happen with enough frequency to reduce your reliance on Electro Bolt. The Tesla Upgrade not only delivers heavy damage, but randomly electrocutes and stuns enemies as well. With this equipped, you can use your left hand to wield other Plasmids and still get the same effect.

The Shotgun is best used in tight corridors and small rooms, where you have no choice but to get close and personal with enemies. It's also ideal for defending the Little Sister as she performs a Gather. Equip the Electric Flesh tonic once you get the Tesla Upgrade, since it increases the damage dealt by the electric shock. Lastly, don't underestimate the value of the Solid Slug ammunition type. This ammo transforms the Shotgun into a high-powered rifle with tremendous accuracy. Together with the Headhunter tonic and the Damage Increase Upgrade, the Solid Slug can penetrate multiple enemies and drop every one of them!

SPEARGUN

The Speargun is the Big Daddy equivalent to the Crossbow made famous in the original *BioShock*, and provides an entertaining take on the act of sniping. The Speargun fires large heavy-duty spears with deadly accuracy and affords the player the opportunity to kill most Splicers with a single shot from considerable distance. The benefits of the Speargun don't end there! The individual spears hit the target with such force as to drive the enemy backwards through the air—they can even stake the enemy to the wall! Best of all, the spears are quite durable and can be reclaimed from corpses and the environment—a feature that really helps offset the cost of the ammunition! Plus, it's morbidly entertaining to watch the corpses fall to the floor after retrieving the spear holding them to the wall. The Speargun is an excellent weapon for players looking to use cover and snipe at distant enemies, but it is less effective against tougher foes in a skirmish situation.



SPEARGUN AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
Spear Ammo	5	20
Trap Spear	5	10
Rocket Spear	5	10

AMMUNITION

Base Ammo: The standard Speargun ammo is a steel-tipped spear that flies straight and far, can be reclaimed from corpses, and can pin enemies to the wall. It is best used when sniping at low to medium strength Splicers. You can use the Spear Ammo against Brute Splicers too, but be prepared to fire numerous spears into them.

Alternate Ammo: The Trap Spear behaves just like the Trap Bolt from the first game. Trap Spears shoot out an electrified tripwire when shot into the wall. The tripwire extends out the back of the spear in the direction that you shot it from. Fire the Trap Spear at a surface, then move away so the tripwire can attach to the surface near where you were standing. Use this to string up deadly traps across doorways and atop stairwells. It's also very useful when defending a Little Sister during a Gather.

Alternate Ammo: The Rocket Spear is arguably the most devastating ammo type in Rapture! The Rocket Spear has a high-power propulsion system that continues to provide thrust after impact, making it possible to launch enemies as large as Brute Splicers through the air. The Rocket Spear explodes shortly after making contact, and enemies and objects hit by the Rocket Spear may catch fire. This ammo is far too valuable to use against low level Splicers—save it for Brute Splicers, Big Sisters, and Alpha Series!

WEAPON UPGRADES

Speargun Zoom Increase: Additional scope provides increased zoom, allowing you to aim with pinpoint accuracy.

Speargun Damage Increase: A rotary mechanism adds spin to the spears, resulting in greater penetration and damage.

Speargun Acceleration Upgrade: A reinforced firing spring and retooled barrel allow for much faster spear travel and decreased refire time. Spears reach their targets much faster and pin enemies at longer distances.



SPEARGUN UPGRADE STRATEGY

The Speargun is the weapon of choice for those who like to snipe their enemies from far away. However, it should be noted that the opportunities to truly play as a sniper in Rapture's watery corridors aren't all that plentiful. With that said, the Speargun's Zoom Increase and Damage Increase upgrades give players the opportunity to deliver long-range one-shot kills with surprising accuracy. The Zoom Increase significantly magnifies the target, and the Damage Increase all but ensures an instant-kill to normal human-sized Splicers—even a Spider Splicer and Houdini Splicer can be killed with a single headshot, provided you have these upgrades and the Headhunter tonic spliced.

The unique feature of the Speargun is undoubtedly its ability to launch enemies through the air and pin them against walls and other objects. The Speargun Acceleration Upgrade gives you the ability to pin enemies at much further distances and improve your firing rate dramatically, but this is an upgrade best left to the devoted Speargun fans. There are too many upgrades available that benefit the player in a wider variety of situations than the Acceleration Upgrade, and for that reason alone, it's not recommended to select it for general purposes. The Speargun is a powerful weapon, and although its Trap Spears certainly help you protect the Little Sister during Gathers and the Rocket Spears can be effective against tougher foes, a majority of players may view it primarily as a niche weapon.

LAUNCHER

The Launcher is essentially an up-scaled version of the Grenade Launcher used by Jack in the original *BioShock*. What this weapon lacks in carrying capacity, firing rate, and reload time, it more than makes up for in ammunition variety and sheer firepower! The Launcher can be used to clear a room of Splicers, lay traps for Big Daddies, or even fire heat-seeking rockets at Big Sisters and Alpha Series enemies. Although ammunition is relatively scarce, this is not a huge issue. It's best to view the Launcher as a specialty weapon, and only bring it out for battles against the most threatening enemies and while protecting the Little Sister during a Gather.

LAUNCHER AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
Frag Grenade	3	15
Proximity Mine	3	9
Heat-Seeking Rocket	3	9

AMMUNITION

Base Ammo: The Frag Grenade is lobbed a moderate distance and explodes on contact, sending a large amount of shrapnel in a radius. The fragments released during the explosion dole out a large amount of piercing damage and can critically damage entire groups of enemies with a single blast.

Alternate Ammo: Place these Proximity Mines where you expect enemies to approach. Once triggered, the Proximity Mine inflicts a large amount of piercing damage in a radius. The player Big Daddy cannot trigger its own Proximity Mine, but can collect undetonated Proximity Mines after the battle. Proximity Mines are perfectly suited for Gathers, for battling Big Daddies, and for any instance when you expect to be ambushed.

Alternate Ammo: The Heat-Seeking Rocket delivers a large amount of heat damage in a radius. This is an extremely potent ammunition type for battles against Big Sisters and Alpha Series. Heat-Seeking Rockets are very expensive and in short supply—don't waste this ammo type on lesser enemies. Furthermore, though they are capable of homing in on a target, it is still possible to miss your mark. Only let one off the leash if you know it's going to score a direct hit!

WEAPON UPGRADES

Launcher Clip Size: A larger ammo box means more bang for the buck. Also increases the amount of each ammo type you can carry.

Launcher Damage Immunity: A shaped deflector prevents splash damage from your own explosives.

Launcher Cluster Bomb Upgrade: Additional munitions are screwed into each shot, triggering secondary explosions in a wide radius. Perfect for clearing a room!

LAUNCHER UPGRADE STRATEGY

The Launcher is like the Speargun in that it is best suited for special situations (primarily during Big Daddy and Big Sister battles), but its three upgrades are all very valuable and provide enough of an improvement to the base weapon that they are hard to ignore during the latter portions of the game. Improving the Launcher Clip Size is very important due to the lengthy reload times—and the threat posed by the enemies who require this weapon. Launcher Damage Immunity is another very important upgrade due to the tremendous splash damage each of the Launcher's type of ammo yield. Damage Immunity gives you the opportunity to continue bombarding an Elite Bouncer or Big Sister with Frag Grenades even when they are dashing straight for you. Both of these are valuable upgrades.

The Cluster Bomb Upgrade may seem unnecessary at first glance, but this weapon upgrade is an absolute must if you're playing on the Hard difficulty setting and on your way towards Inner Persephone. Opt for the Damage Immunity upgrade immediately after obtaining the Launcher in Dionysus Park, then select the Clip Size Upgrade in Fontaine Futuristics and the Cluster Bomb Upgrade in the early goings of your visit to Persephone.

HACK TOOL

The Hack Tool is a device that allows you to hack the many mechanical devices in Rapture without having to get too close. Aim the reticule of the Hack Tool at any hackable machine and fire a Hack Dart to initiate the hack. The reticule indicates valid targets by turning red (short-circuiting doors and apparatus typically need to be hit with Electro Bolt). The Hack Tool can be used as a melee weapon in a pinch, but you probably should avoid firing Hack Darts at enemies. Not only do they not inflict any substantial damage, but Hack Darts are too valuable to waste them in this manner. Unlike in the original game, hacking takes place in real-time and does not interrupt the action. This means Security Bots and Turrets (as well as nearby enemies) continue to attack you while you perform a hack if they detect your presence. See the "Into the Dive Suit" chapter for full details on hacking.

HACK TOOL AMMO CAPACITY

Ammo Type	Magazine Capacity (Base)	Carry Capacity
Remote Hack Dart	1	9
Auto-Hack Dart	1	4
Mini-Turret	1	4

AMMUNITION

Base Ammo: The standard Hack Dart allows you to hack a machine at a distance. The Hack Game begins as soon as the dart makes contact with a valid machine. It's possible to use the Hack Tool to hack Security Cameras, Security Bots, Turrets, vending machines, door control panels, and safes.

Alternate Ammo: The Auto-Hack Dart does exactly what its name implies. It bypasses a machine's defenses to automatically hack it with no additional work required! Fire it just as you would a normal Hack Dart and enjoy the instant gratification it yields. Auto-Hack Darts are very rare and should only be used against distant Security Cameras and Turrets or hostile Security Bots—don't waste them on vending machines and door control panels.

Alternate Ammo: Mini-Turrets are lobbed projectiles that fold out into a small but powerful Turret that defends you to the death. They automatically fire at enemies for roughly one minute before self-destructing. They are quite powerful for their size, and are able to attract enemies away from you or the Little Sister you're trying to protect. Rumbler's also use Mini-Turrets—you can hit the Rumbler with Security Command to turn its Mini-Turret against it, or you can hack the Mini-Turret to enlist its help against all nearby enemies.



RESEARCH CAMERA

The Research Camera in *BioShock 2* records moving pictures and automatically grades and scores your combat techniques while the camera is recording. Earn as many Research Points as you can for a given type of enemy to unlock Research Bonuses, including special tonics and damage bonuses! Equip the Research Camera and aim the viewfinder at a particular subject (can only research one enemy at a time) and press the Fire Weapon button to initiate filming. The Research Camera then records for roughly 30 seconds (the Extended Reel Tonic increases this to 45 seconds) or until you defeat the enemy, whichever comes first. You don't need to keep the enemy in view, and you automatically swap to your last-used weapon. See the "Into the Dive Suit" chapter for full details on scoring Research Points.

AMMUNITION

Film: The Research Camera contains an unlimited amount of film and doesn't require you to scavenge or purchase additional film.



EVOLVE TODAY!



This chapter contains all you need to know about the gene-altering effects of Plasmids and tonics. The power of ADAM has been used to create dozens of upgrades to the human body, and while you are technically a Big Daddy, you're still a man beneath all of that armor. Plasmids (active) and tonics (passive) grant the body the ability to do everything from run faster to spew fire! They also grant you, the player, the ability to customize your very own experience to suit your style of play.

GATHERER'S GARDEN

Gatherer's Garden vending machines are your primary source for Plasmids and tonics. However, these special vending machines don't deal in money. It takes ADAM to purchase something here! These machines carry all sorts of Plasmids, tonics, health and EVE upgrades, and even extra Plasmid and Tonic Slots. These machines are scattered throughout all of Rapture and can easily be identified by the plastic statues of the Little Sisters (aka Gatherers) next to them. You'll also no doubt hear the Little Sisters singing their trademark jingle whenever you're in the vicinity of a Gatherer's Garden.



PRICES ARE FIRM!

Sorry, would-be hackers, but Gatherer's Garden machines cannot be hacked. The prices you see in this table are the prices you'll pay in Rapture.

The following table contains all of the items you can purchase at a Gatherer's Garden machine in the order they become available during your trip through Rapture. Note that many of these Plasmids and tonics can also be found in the environment—for free—through thorough searching, but there are also others that can only be obtained as Research Bonuses or as a gift from the Little Sisters in exchange for rescuing them. You'll receive a gift containing a rare Gene Tonic for every four Little Sisters you rescue. No such gifts are granted for harvesting Little Sisters, but you do gain more ADAM to spend.

GATHERER'S GARDEN MASTER LIST

Item	ADAM	First Available	Type	Description
Incinerate!	90	Ryan Amusements	Plasmid	Set objects and creatures on fire. Ages 12 and up.
Health Upgrade	40	Ryan Amusements	Upgrade	Increase your maximum health.
EVE Link	30	Ryan Amusements	Tonic	First-Aid Kits also give you EVE.
EVE Upgrade	40	Ryan Amusements	Upgrade	Increase your maximum EVE.
Gene Tonic Slot	25	Ryan Amusements	Slot	Unlock an additional Gene Tonic Slot.
Armored Shell	45	Ryan Amusements	Tonic	Reduces all physical damage.
Careful Hacker	25	Ryan Amusements	Tonic	The hacking needle moves slightly slower.
Extra Nutrition	20	Ryan Amusements	Tonic	You gain a little extra health from snacks and bandages.
Plasmid Slot	40	Pauper's Drop	Slot	Unlock an additional Plasmid Slot.
Electro Bolt 2	120	Pauper's Drop	Plasmid	Stun multiple opponents with the power of Chain Lightning!
Decoy	60	Pauper's Drop	Plasmid	Creates a Decoy that draws attacks away from you.
Winter Blast	60	Pauper's Drop	Plasmid	Freeze your foes in place. Shatter them into a thousand pieces.
Cyclone Trap	60	Pauper's Drop	Plasmid	Create traps that launch Splicers into the air—and hurt them badly on the way down.
Telekinesis 2	100	Pauper's Drop	Plasmid	Stronger Telekinesis allows you to throw harder for more damage!
EVE Saver	50	Pauper's Drop	Tonic	Plasmids use less EVE.
Drill Lurker	30	Pauper's Drop	Tonic	Quiets your footsteps, and increases damage from melee attacks on unaware opponents, especially with the Drill Swing.
Machine Buster	45	Pauper's Drop	Tonic	Increases damage you deal to Security Cameras, Security Bots, and Turrets.
Short Circuit	35	Pauper's Drop	Tonic	Your electrical attacks disable security devices much longer.
Headhunter	50	Pauper's Drop	Tonic	Your headshots do more damage.
Scout	40	Siren Alley	Plasmid	Move through the world as an invisible, Plasmid-wielding Scout!
Incinerate! 2	120	Siren Alley	Plasmid	Light up the room with the new Fire Bomb ability!
Winter Blast 2	100	Siren Alley	Plasmid	Freeze your foes in a solid ice block!
Hypnotize 2	120	Siren Alley	Plasmid	Charge up to Befriend Splicers to join your cause!
Cyclone Trap 2	100	Siren Alley	Plasmid	Charge up your traps with Plasmids for a variety of effects!
Insect Swarm	60	Siren Alley	Plasmid	Release a swarm of stinging insects that seeks out enemies.
Electric Flesh	35	Siren Alley	Tonic	You take no damage from electricity. You deal more damage when you use electrical attacks.
EZ-Hack	55	Siren Alley	Tonic	Hacking success zones become a little larger.
Medical Expert	25	Siren Alley	Tonic	You can carry one more First-Aid Kit.
Security Evasion	45	Siren Alley	Tonic	Security Cameras and Turrets take longer to see you.
Walking Inferno	40	Siren Alley	Tonic	You take less damage from fire and inflict more damage when you use fire.
Cyclone Trap 3	140	Dionysus Park	Plasmid	Place traps on walls and ceilings!
Insect Swarm 2	100	Dionysus Park	Plasmid	Keep the room jumping with a more effective Insect Swarm!
Security Command 2	75	Dionysus Park	Plasmid	Call in a friend with the added ability to summon Security Bots!
Ice Storm	35	Dionysus Park	Tonic	You emit a burst of ice when struck by melee attacks, with a chance to freeze foes.
Keen Observer 2	50	Dionysus Park	Tonic	Increases Research Bonuses even more, allowing you to progress faster at research.
Quik-Hack	45	Dionysus Park	Tonic	Hacking has fewer stages.
Shorten Alarms 2	50	Dionysus Park	Tonic	Further reduces duration of camera alarms.
Electro Bolt 3	225	Fontaine Futuristics	Plasmid	Become a master of electricity with the power of Electrical Storm.
Scout 2	60	Fontaine Futuristics	Plasmid	Your invisible Scout can hack Security!
Incinerate! 3	200	Fontaine Futuristics	Plasmid	Set the world on fire with the new Eruption ability!
Winter Blast 3	200	Fontaine Futuristics	Plasmid	Freeze and shatter multiple foes with continuous Icicle Assault ability!
Hypnotize 3	160	Fontaine Futuristics	Plasmid	Now you can Befriend the big boys!
Insect Swarm 3	130	Fontaine Futuristics	Plasmid	Keep your insects working for you with the new Swarm Bomb ability.
Decoy 2	100	Fontaine Futuristics	Plasmid	Creates a Decoy that draws attacks away from you and reflects damage back at foes.
Decoy 3	120	Fontaine Futuristics	Plasmid	Creates a Decoy that draws attacks away from you, reflects damage back, and gives it to you as health.
Security Command 3	100	Fontaine Futuristics	Plasmid	Summon upgraded Bots with Security Command 3!
EVE Expert	50	Fontaine Futuristics	Tonic	You can carry one more EVE Hypo.
EVE Saver 2	75	Fontaine Futuristics	Tonic	Plasmids use even less EVE.
Hurried Hacker	45	Fontaine Futuristics	Tonic	Landing in a blue bonus zone ends a hack instantly.
Short Circuit 2	65	Fontaine Futuristics	Tonic	Your electrical attacks disable security devices permanently.
Telekinesis 3	250	Inner Persephone	Plasmid	Pick up live enemies and throw them around!

PLASMIDS

Skilled collection and use of the many Plasmids that exist in Rapture is paramount to your survival. While there is no denying the awesome firepower that is available to the watchful Big Daddy, drills and guns alone won't bring success in Rapture. No, victory in Rapture requires a coordinated approach using the weapon in your right hand paired with the Plasmid-firing capabilities in your left. Plasmids give you the ability to launch incredibly powerful attacks from your fingertips by converting the EVE you inject into your system into a mighty fireball, or perhaps a hypnotic spell or even a swarm of insects!

Plasmids are genetic alterations that not only consume EVE with each use, but also require active participation on your part, unlike the Gene Tonics described later in this chapter, which provide passive benefits. Although you can eventually splice up to eight different Plasmids simultaneously and assign them to the Plasmid Radial, only one Plasmid can be selected for use at a time. (You begin the game with three Plasmid Slots and each additional Plasmid Slot costs the following: 4=40, 5=50, 6=60, and 7=70. You get a free Plasmid Slot at the end of the game). Remember, Plasmid use does consume EVE, so make sure to keep a supply of EVE Hypos on hand. The Big Daddy automatically injects a fresh EVE Hypo into his arm when he runs out, but you can force-use an EVE Hypo on command by holding either the Switch Plasmid or Switch Weapon button and pressing the Reload button.

DUAL-WIELD WITH SUBJECT DELTA

No longer do you have to juggle your weapons and Plasmids in the middle of a heated battle! As a Big Daddy, you're more than strong enough to wield even the heaviest of weapons with a single arm, thereby freeing your left hand for Plasmid use at any time! It's even possible to dual-wield a Plasmid and weapon and fire both simultaneously!

HEADSHOTS MADE SHOCKINGLY EASY

Try using Electro Bolt together with the Speargun for devastating headshot combos! Electro Bolt forces enemies into a full upright stance, which makes their heads that much easier to target. Zap them from afar, then switch to the Speargun (or Shotgun with Solid Slug ammo) and go for the easy headshot.

LET THE DECOY WORK FOR YOU!

The enemy intelligence is set to prioritize its aggression towards a Decoy above anything else unless you start attacking it. If that happens, it ignores the Decoy and comes after you. Set the Decoys up near Trap Rivets or in front of hacked Turrets so that the enemy can be assaulted without turning its attention towards you. Use Decoys to lure enemies into pools of water or in the vicinity of oil slicks, then use your elemental Plasmids to take them out.



CYCLONE TRAP

This Plasmid allows you to set a trap for enemies as they run towards you—perfect for doorways and other narrow openings where they have to funnel in. Cyclone Trap is a mighty vortex of wind that sends Splicers high into the air, often slamming them against the ceiling. Enemies not only become briefly disoriented, but they also suffer damage upon hitting the ground on the way down. This is a good Plasmid to use when dealing with large numbers of enemies. Throw down a Cyclone Trap, watch them get catapulted into the air, and unload on the staggering beasts with the Shotgun once they hit the floor! Cyclone Trap is an excellent Plasmid to use when defending a Gather, particularly because the traps won't disappear unless you set too many active traps at once.



CYCLONE TRAP

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Create traps that launch Splicers into the air—and hurt them badly on the way down!

Need help defending what's yours? Teach intruders a lesson they'll never forget with Cyclone Trap from Ryan Industries.



CYCLONE TRAP 2

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: Charge up your traps with Plasmids for a variety of effects!

Get creative with your defenses! Charge up your Cyclone Traps with a variety of Plasmid powers!



CYCLONE TRAP 3

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Place traps on walls and ceilings!

Turn any room into a deadly snare with Cyclone Trap 3! Charge your Traps with Plasmids for even more variety. Intruders will never know what hit them!



DECOY

When all else fails, turn to Decoy and lure the enemies' attacks away from you. This semi-transparent decoy stands right where you place him, attracting gunfire and other attacks away from you. The Decoy is great for times when you need to make a quick escape from a painful situation, but also perfect for luring a Big Daddy or Brute into a trap. Lay your defenses down, ready your weapons, then cast a Decoy off to the side to lure the enemy away from you. The Decoy is the perfect bait to spring a trap. Read ahead in this book to learn about surprise ambushes, and follow the tips outlined to know when to group up some flammable fuel drums, Proximity Mines, and a Cyclone Trap or two, then set your Decoy down in the middle of it all to guarantee success!



DECOY

Location: Available at Gatherer's Garden vending machines starting at Pauper's Drop.

Effect: Creates a Decoy that draws attacks away from you.

Enemies on your back? Distract their attention with a helpful Decoy. They take the heat... so you don't have to!



DECOY 2

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Creates a Decoy that draws attacks away from you and reflects damage back at foes.

Feeling overwhelmed? Even the odds with a more helpful Decoy! Now your Decoy can reflect damage back at his attackers, whittling away their health while they attack the wrong guy!



DECOY 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Creates a Decoy that draws attacks away from you, reflects damage back, and gives it to you as health.

Need a health boost? Now your Decoy not only reflects damage back at attackers, he'll also give you some back as health!



ELECTRO BOLT

Electro Bolt gives you the ability to launch a blast of electricity from your hand that can be used to incapacitate enemies, both flesh-based and mechanical. One potent strategy for use against Splicers and enemies with little health left is to stun the foe with Electro Bolt, then rush forward and deliver a fatal melee attack. This tactic is an excellent way to conserve ammunition. Similarly, you can use Electro Bolt to temporarily stun a Turret, Security Bot, or Camera and make it harmlessly susceptible (temporarily) to hacking. Or, shoot Electro Bolt into a pool of water to electrocute wading enemies. Lastly, Electro Bolt can be used to surge short-circuiting control panels and open doors or other apparatus that may be on the fritz. Be sure to upgrade Electro Bolt when given the chance and charge up a powerful attack—the electricity can then jump from enemy to enemy, shocking multiple foes with a single blast!



ELECTRO BOLT

Location: Near the disabled Gatherer's Garden machine in the Plasmid Therapies area of Adonis Luxury Resort.

Effect: A bolt of electricity that stuns both man and machine. Devastating against enemies in water.

Don't be a dolt—use Electro Bolt!



ELECTRO BOLT 2

Location: At a Gatherer's Garden machine beginning in Pauper's Drop.

Effect: Stun multiple enemies with the power of Chain Lightning!

Shock multiple foes at once! Press and hold the Fire Plasmid button to charge up Chain Lightning!



ELECTRO BOLT 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Become a master of electricity with the power of Electrical Storm.

Now every attack causes Chain Lightning! Press and hold the Fire Plasmid button to release a continuous Electrical Storm.



HYPNOTIZE

The Hypnotize Plasmid got a bit of a makeover this time around. The base version of Hypnotize works the same as the Enrage Plasmid from the original game—throw it at an enemy to turn him against another nearby foe. This works when there are multiple enemies present, otherwise the hypnotized enemy still attacks you. Upgraded versions allow you to charge a powerful Hypnotize attack that actually makes the target enemy become your friend and ally. The affected foe glows green in color and follows you wherever you go for a rather generous length of time. Your new friend attacks anything that tries to do you harm including Turrets and Security Bots. Purchasing Hypnotize 3 should be one of your top priorities—there's nothing better than having a Big Daddy as your personal bodyguard!



HYPNOTIZE

Location: Just inside the Limbo Room, in the southeast corner of Pauper's Drop.

Effect: Causes enemies to become hypnotized and attack anyone nearby!

Confuse your foes into attacking each other!



HYPNOTIZE 2

Location: Available at Gatherer's Garden machines starting in Siren Alley.

Effect: Charge up to Befriend Splicers to join your cause!

Press and hold the Fire Plasmid button to charge up a Befriend attack and gain a new ally! (Big Daddies and Brutes cannot be Befriended.)



HYPNOTIZE 3

Location: Available at Gatherer's Garden machines starting at Fontaine Futuristics.

Effect: Now you can Befriend the big boys!

Press and hold the Fire Plasmid button to charge up a Befriend attack that works on Big Daddies and Brutes! Add another Big Daddy to your side!



INCINERATE!

Incinerate! is the third Plasmid you acquire upon arriving in Rapture, and it is one that you will likely use throughout much of your journey. Throw a fireball from your left hand to engulf the enemy in flames. This fire continues to inflict damage for several seconds, thus giving you time to switch to a weapon and stack the damage while the enemy writhes about in agony. Also, keep your eyes peeled for oil slicks that can be used as booby-traps; wait for an enemy to step into the oil slick, then use Incinerate! to ignite the floor around them! Similarly, send a fireball into an explosive barrel or fuel cylinder for a massive explosion! You should upgrade to Incinerate! 2 as soon as possible to gain the ability to throw explosive fireballs, but Incinerate! 3 should take a backseat to other Level 3 Plasmids. Though extremely helpful, Incinerate! 3 consumes massive quantities of EVE and should be avoided unless you are having a lot of trouble staying alive.



INCINERATE!

Location: Purchase from the Gatherer's Garden in the Hall of the Future at Ryan Amusements. This is a goal-oriented purchase, and is required to advance the story.

Effect: Set objects and creatures on fire. Ages 12 and up.

When it absolutely, positively has to erupt in flames, don't wait—Incinerate!



INCINERATE! 2

Location: Available at Gatherer's Garden machines starting in Siren Alley.

Light up the room with the new Fire Bomb ability!

Set multiple foes on fire at once! Press and hold the Fire Plasmid button to charge up an explosive Fire Bomb!



INCINERATE 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Set the world on fire with the new Eruption ability!

Now every use of Incinerate! sets off a Fire Bomb. Press and hold the Fire Plasmid button to charge up a continuous eruption of flame!



INSECT SWARM

Insect Swarm is a fun Plasmid to use, since it can definitely be entertaining to watch those maniacal Splicers flee in horror as swarms of bees descend upon them. Insect Swarm is a great Plasmid to use against multiple enemies because it does a very good job of disrupting your enemies and altering their priorities in a significant manner. It can also be used to flush enemies out of hiding and seek out those pesky enemies hiding on balconies or other obscure places. One dose of Insect Swarm is all it takes to have your foes thinking far more about their own survival than your demise. Insect Swarm and its upgraded versions are particularly useful during Gathers in areas through Dionysus Park, as the Plasmid is less useful against Alpha Series enemies. This a Plasmid that arguably becomes less useful as the game progresses, as you transition from dealing with many low level enemies to fewer tougher foes.



INSECT SWARM

Location: Available at Gatherer's Garden machines starting in Siren Alley.

Effect: Release a swarm of stinging insects that seeks out enemies.

Nothing clears a room like swarms of stinging bees. Perfect for flushing out unwanted guests! (Warning: not recommended for users with allergies.)



INSECT SWARM 2

Location: Available at Gatherer's Garden machines starting in Dionysus Park.

Effect: Keep the room jumping with a more effective Insect Swarm!

Now your swarms split in two, jumping from target to target!



INSECT SWARM 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Keep your insects working for you with the new Swarm Bomb ability.

Turn fallen foes into deadly traps! Now your swarms can make nests in the bodies of your enemies, resulting in proximity-triggered Swarm Bombs when enemies approach.



SCOUT

Curious about what's coming around the corner? If so, park your Big Daddy character in a safe corner and use Scout to go on up ahead and check for danger. The semi-transparent Scout (similar to Decoy in appearance) can wield Plasmids and attack enemies. It can also help set traps with Cyclone Trap, or set up a Decoy. Though you may not use Scout much on Easy or Normal mode, this Plasmid is especially useful on Hard mode when it pays to move on up ahead and thin the herd of enemies before walking into an ambush. A word of warning, though: it can take awhile for your Scout to return if attacked, and the Big Daddy may suffer a lot of damage by the time you regain control of your normal body.



SCOUT

Location: Available at Gatherer's Garden machines starting in Siren Alley.

Effect: Move through the world as an invisible, Plasmid-wielding Scout!

Danger lurking around every corner? Scout ahead and get the drop on your attackers with your Plasmids! When in doubt—Scout it out!



SCOUT 2

Location: Available at Gatherer's Garden machines starting at Fontaine Futuristics.

Effect: Your invisible Scout can hack Security!

Get the drop on machines before they even see you! This upgrade to Scout can use Plasmids and hack machines for a small EVE cost.



SECURITY COMMAND

See an enemy up ahead near some un-hacked Security Cameras or Turrets? If so, hit 'em with Security Command to make the Rapture Security System turn on the ones it's supposed to protect. Security Command gives you the benefits of effectively hacking Turrets or Security Cameras without physically having to put yourself in harm's way to do it! Security Command is particularly useful against Rumbler. Keep the Plasmid ready and throw it at the Rumbler as soon as he deploys a Mini-Turret. This technique forces the Mini-Turret to target the Rumbler instead of you! As important as this Plasmid sounds, Security Command 2 and Security Command 3 are far more useful. These upgraded versions give you the ability to summon up to two Security Bots whenever you want, giving you your own personal flying escort. Security Command 3 consumes a lot of EVE, but it is so worth it! Quite possibly the single most important Plasmid in Rapture!



SECURITY COMMAND

Location: A gift from Eleanor inside the Maintenance Area of Siren Alley.

Effect: Retarget Security Cameras, Security Bots, and Turrets at your whim!

Take control of Rapture Security with Security Command! Enemy Security and your own friendly Security Bots and Turrets start following the blue ball, attacking with deadly force!



SECURITY COMMAND 2

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Call in a friend with the added ability to summon Security Bots.

Never be caught without some backup! Press and hold the Fire Plasmid button to summon a Security Bot whenever you wish—no need to set off an alarm!



SECURITY COMMAND 3

Location: Available at Gatherer's Garden machines starting at Fontaine Futuristics.

Effect: Summon upgraded Security Bots with Security Command 3!

Now your summoned Bot buddies are the most powerful Security Bots in Rapture! Press and hold the Fire Plasmid button to summon an Elite Bot!



SUMMON ELEANOR

You won't have a lot of time to experience this heart-warming, enemy-destroying Plasmid, but Summon Eleanor is as special as it sounds. With a flick of your wrist, you can instantly gain a Big Sister partner to fight alongside you for several minutes. She'll follow you, she doesn't take damage, and she'll positively annihilate anything that intends to harm you!



SUMMON ELEANOR

Location: Eleanor presents this to you before leaving Persephone.

Effect: Summon Eleanor for a little help.

It's Bring Your Daughter to Work Day! Summon Eleanor in her Big Sister form to help even the odds in overwhelming battles.

FLYING SNOW ANGELS!

Here's a nifty combo attack to try. Use Winter Blast to freeze a nearby Splicer then switch to Telekinesis 2 and hurl the frozen enemy at a group of other Splicers. Not only will the frozen foe shatter and die, but the impact will injure the Splicers you throw him at. Best of all, the individual ice chunks that break off the frozen Splicer will cause additional damage as they hit the Splicers that may have escaped the initial impact of the thrown Splicer-cycle.



TELEKINESIS

Telekinesis is the ultimate mind over matter Plasmid. This Plasmid not only gives you the ability to bring distant objects within reach through mental power, but you can pick up objects, carry them in front of you (as a shield, perhaps), and then hurl them elsewhere. The most common use for Telekinesis definitely lies in collecting out-of-reach EVE Hypos and First-Aid Kits, but there are other uses as well. For starters, catch the rockets and grenades Big Daddies and Splicers lob at you and throw them back at them! Additionally, you can pick up fuel cylinders or barrels and launch them at enemies to blow them to pieces. Upgrade to Telekinesis 3 to gain the ability to pick up live Splicers (not Brute Splicers) and hold them gently right in front of the barrel of your selected gun. Then, fling their corpse at other enemies!



TELEKINESIS

Location: Inside the Jet Postal Office near the Drafting Room in Atlantic Express Depot.

Effect: Pulls an object to you, then hurls it (even enemy grenades!). Also useful for holding objects as a shield, or grabbing objects out of reach.

Pick up big stuff with your mind. Throw them at your enemies. What else do you need to know?



TELEKINESIS 2

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Stronger Telekinesis allows you to throw harder for more damage!

Throw objects with more force! Turn the world into your weapon!



TELEKINESIS 3

Location: Available at Gatherer's Garden machines starting in Inner Persephone.

Effect: Pick up live enemies and throw them around!

Now you can pick up smaller foes while they are still alive! Release the Fire Plasmid button halfway to move them in front of your reticule.



WINTER BLAST

Winter Blast is a powerful Plasmid that not only can be used to stop an enemy in its tracks, but also gives you the opportunity to score what amounts to an instant-kill. Hit the enemy with Winter Blast to freeze it solid for a brief period of time. Although this attack doesn't actually inflict any damage on the enemy, you can rush up to the frozen foe and shatter it into a thousand pieces with a melee strike or with a blast from your Shotgun. A frozen health meter of sorts appears over the frozen enemy. This is the meter that governs whether or not the enemy is going to shatter. Grab the Shotgun and open fire to completely obliterate the frozen enemy. Winter Blast 2 is a valuable Plasmid in that it really freezes enemies solid, but Winter Blast 3 consumes EVE so rapidly that you should really only use it when you are under heavy assault. Winter Blast 2 or 3 leaves a "lock box" for you to search, even after an enemy shatters.



WINTER BLAST

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Freeze your foes in place. Shatter them into a thousand pieces.

Don't get caught without this powerful self-defense tool at the ready. Give your foes the cold shoulder with Winter Blast!



WINTER BLAST 2

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: Freeze your foes in a solid ice block!

Keep your foes on ice even longer! Press and hold the Fire Plasmid button to charge up a freezing ice block.



WINTER BLAST 3

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Freeze and shatter multiple foes with continuous Icicle Assault ability!

Now every Winter Blast puts foes in an ice block. Press and hold the Fire Plasmid button to charge up a continuous Icicle Assault!

GENE TONICS

In addition to the previously-described set of Plasmids, the world of Rapture also contains dozens of different Gene Tonics. Unlike Plasmids, tonics work passively. Once slotted, their effects are always at work and impact whatever you do without selecting an individual one and pressing a button to use it. Although you only begin with four available Tonic Slots, you can purchase additional Tonic Slots (up to 18 total). The costs are as follows: slots 5-9 cost 25, slots 10-13 cost 35, and slots 14-18 cost 45 ADAM each at a Gatherer's Garden vending machine.

Another key difference between Plasmids and tonics is that many of the advanced versions of tonics do not replace their inferior model. This then allows you to splice two or more similar tonics to stack the effects. For example, the Vending Expert and Vending Expert 2 tonics reduce the prices at vending machines by 10% and 15%, respectively. Instead of simply choosing the latter tonic, you can assign them both a slot and enjoy a total savings of 25%, the combined effects of the two tonics! This can be done with other paired tonics as well.

NO EVE NEEDED!

Arguably the best feature of Gene Tonics is that they don't require EVE to use. Plasmids require EVE in order to activate, but tonics course through your veins and yield the positive effects you crave with no extra fuel or input.

HEALTH & SAFETY

The following assortment of tonics relate to the Big Daddy's personal wellbeing. These physical tonics most commonly affect your ability to replenish health and EVE. Additionally, some of them increase your ability to move through the environment without detection and aid in your ability to see items that would otherwise go undetected.



BOOZE HOUND

Location: In the northeast Maintenance Room at the Journey to the Surface ride station.

Effect: Drinking alcohol restores a small amount of EVE, rather than draining it.

Take full advantage of Rapture's distilleries and vintners. Drink to your health with Booze Hound!



EVE EXPERT

Location: Available at Gatherer's Garden machines starting at Fontaine Futuristics.

Effect: You can carry one more EVE Hypo.

Sometimes you need a little extra in your pocket to get you through these troubled times. Stock up on EVE Hypos for extended Plasmid use with EVE Expert!



CURE ALL

Location: In the water-filled basement room of the Secret Lab beneath Joe's Green Grocery in Siren Alley.

Effect: Health Stations also refill your EVE.

Use Rapture's plentiful medical services to full advantage. With Cure All, you'll be in tiptop shape whenever you visit a Health Station.



EVE LINK

Location: Available at the Gatherer's Garden machines starting in Ryan Amusements.

Effect: First-Aid Kits also give you EVE.

Get more out of your First-Aid Kits with EVE Link. This revolutionary new Gene Tonic causes your body to produce EVE whenever you use First-Aid Kits.



DEMANDING FATHER

Location: Given as a Little Sister Reward for rescuing eight Little Sisters.

Effect: Little Sisters gather ADAM more quickly.

If your little helpers keep getting interrupted while gathering, tell 'em to get a move on with our Demanding Father tonic!



EVE SAVER

Location: Available at Gatherer's Garden vending machines starting at Pauper's Drop.

Effect: Plasmids use less EVE.

In today's genetic wonderland, you probably feel like there's never enough EVE at hand. With EVE Saver, your EVE can go farther than ever before!



EVE SAVER 2

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Plasmids use even less EVE.

In today's genetic wonderland, you probably feel like there's never enough EVE at hand. With EVE Saver 2, your EVE can go farther than ever before!



EXTRA NUTRITION

Location: Available at the Gatherer's Garden machines starting in Ryan Amusements.

Effect: You gain a little extra health from snacks and bandages.

Extra Nutrition boosts your body's natural ability to turn food into renewed vitality.



FOUNTAIN OF YOUTH

Location: Awarded for Level 4 Research Bonus of Spider Splicer.

Effect: Standing in water slowly restores health and EVE.

In today's Rapture, water is everywhere. Take advantage of maintenance issues with the Fountain of Youth tonic, and let that water wash your cares away.



MEDICAL EXPERT

Location: Available at Gatherer's Garden machines starting at Siren Alley.

Effect: You can carry one more First-Aid Kit.

Life's bumps and bruises may sometimes seem overwhelming. Get back in the swing with a little more healing power in your pocket!



PROUD PARENT

Location: Given as a Little Sister Reward for rescuing four Little Sisters.

Effect: Your adopted Little Sisters gather slightly more ADAM.

Get even more out of your time spent with your Little Sister with the Proud Parent tonic. Any Little Sisters working for you start gathering slightly more ADAM from every corpse.



SCROUNGER

Location: Awarded for Level 4 Research Bonus of Thuggish Splicer.

Effect: When searching containers or corpses, you can search again to get different loot.

Splicing Scrounger is like having a sixth sense. You'll spot things you'd otherwise miss and discover things you'd otherwise leave behind. With Scrounger, you'll swear you have X-ray vision!



SPORTS BOOST

Location: On a table just inside the entrance to the Rapture Museum at Ryan Amusements.

Effect: You move slightly faster.

In today's dangerous times, it never hurts to be a little faster, a little quicker on the draw. Remember, you don't have to outrun the crazed Splicer—just your neighbor!

Summon Eleanor

5-23
00 Buck

BATTLE READY

This next selection of tonics improves your ability in combat. These tonics enhance your ability to withstand attacks, conduct research, and attack enemies that get too close. You'll want to use many of the research-oriented tonics in the middle of the game to ensure you complete all of the available research and earn the tonic awarded from each enemy type's Research Reward.



ARMORED SHELL

Location: Available at the Gatherer's Garden machines starting in Ryan Amusements.

Effect: Reduces all physical damage.

Useful in any hazardous situation, Armored Shell offers automatic protection against life's bumps and bruises. Don't be a softie—use Armored Shell now.



ARMORED SHELL 2

Location: Award for reaching Level 4 Research Reward with Brute Splicer.

Effect: Further reduces all physical damage.

Useful in any hazardous situation, Armored Shell 2 offers additional automatic protection against life's bumps and bruises. Don't be a softie—use Armored Shell 2 now!



ARMS RACE

Location: Awarded for reaching Level 4 Research Bonus with Big Daddies.

Effect: You are able to salvage more ammunition from bodies and containers.

Tired of constantly scrounging for ammo? Arms Race helps you find those extra rounds you'd otherwise miss.



DAMAGE RESEARCH

Location: In the hallway as you exit the train station at Fontaine Futuristics.

Effect: Increases the value of the Damage Bonuses from research.

Are you a master of research? Get the most out of your unlocked Damage Bonuses with Damage Research!



DRILL LURKER

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: Quiets your footsteps, and increases damage from melee attacks on unaware opponents, especially with the Drill Swing.

Why take enemies straight on? Lurker allows you to make the most of your opportunities when your antagonist is caught off-guard.



DRILL POWER

Location: In the hallway between the Rapture Museum and El Dorado Lounge at Ryan Amusements.

Effect: Your Drill does more damage when you spin or swing it.

Prefer your combat up close and personal? With Drill Power, your Drill attacks inflict more damage!



DRILL POWER 2

Location: In the Plasmid Laboratories Facade on the ground floor of Fontaine Futuristics.

Effect: Your Drill does even more damage when you spin or swing it.

Prefer punch-ups to shootouts? With Drill Power 2, you'll be a master of melee!



DRILL SPECIALIST

Location: In the very back room of the J. Fischer Gallery in Dionysus Park.

Effect: Significantly decreases cost of Plasmids, but limits weapon selection to the Drill, Hack Tool, and Research Camera.

Who needs guns when you've got a Drill and nearly unlimited Plasmid power?



DRILL VAMPIRE

Location: Awarded for reaching Level 4 Research Bonus with Big Sister.

Effect: You gain small amounts of health and EVE when inflicting damage with the Drill.

Drill Vampire heals your body and your mind as you drill! Drain health right out of your foes—with Drill Vampire!



ELECTRIC FLESH

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: You take no damage from electricity. You deal more damage when you use electrical attacks.

Supercharge your body with Electric Flesh, the ultimate in electricity enhancements. Insulate yourself from harm with new Electric Flesh!



ELECTRICAL STORM

Location: On the floor in the ladies' restroom inside Triton Cinema at Dionysus Park.

Effect: You emit a burst of electricity when struck by melee attacks, shocking all around you.

Ryan Industries introduces the latest in wartime deterrent genetics. Electrical Storm makes you a walking Tesla coil, zapping anything and everything foolish enough to strike you.



ELEMENTAL SPONGE

Location: In the cell with the keycode scrawled on the wall in Block B of Inner Persephone.

Effect: When you are damaged by elemental attacks, you gain a small amount of EVE.

Don't let being set on fire ruin your day! With the Elemental Sponge tonic, you'll get a bonus when your foes use the elements.



ELEMENTAL STORM

Location: Awarded for reaching Level 4 Research Bonus with Alpha Series.

Effect: You emit a random burst of fire, ice, or electricity when struck by melee attacks, damaging all around you.

Why stick with a boring routine when discouraging pesky foes? Use this tonic for a scorching, shocking, or chilling surprise!



ELEMENTAL VAMPIRE

Location: In the lowermost area of Solitary Confinement inside Inner Persephone.

Effect: Your Level 3 elemental streams siphon off health from your enemies.

Sometimes you want more than to just watch your enemies burn alive. Sometimes you want to steal their precious life force, too. Elemental Vampire makes that possible. Give... and you shall receive.



EXTENDED REEL

Location: Inside the projection booth upstairs in Triton Cinema.

Effect: Research sessions last a bit longer.

Get to know your enemies a little better! With Extended Reel, you'll get more quality time with each research target.



FIRE STORM

Location: In the upstairs apartments overlooking the Market in Pauper's Drop.

Effect: You emit a burst of fire when struck by melee attacks, damaging all around you.

Ryan Industries presents a warm welcome for your enemies with Fire Storm! Set your foes on fire when they strike.



FREEZING DRILL

Location: Next to a corpse on the east end of the second floor of Sinclair Deluxe tenements in Pauper's Drop.

Effect: You freeze enemies for longer, and all Drill attacks have a chance to freeze the target.

Leave your foes out in the cold with Freezing Drill!



HEADHUNTER

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Your headshots do more damage.

Do you have great aim? Get the most out of your marksmanship with the Headhunter tonic—any shots that hit the enemy in the head become even more deadly!



ICE STORM

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: You emit a burst of ice when struck by melee attacks, with a chance to freeze foes.

Give your enemies the cold shoulder. This tonic helps freeze your foes in their tracks—literally!



KEEN OBSERVER

Location: In Eleanor's bedroom inside Grace's apartment at Pauper's Drop.

Effect: Increases Research Bonuses, allowing you to progress faster at research.

Get more bang for your research buck with Keen Observer. Carry your analysis further than you ever thought possible!



KEEN OBSERVER 2

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Increases Research Bonuses even more, allowing you to progress faster at research.

Get even more bang for your research buck with Keen Observer 2. Carry your analysis further than you ever thought possible!



NATURAL CAMOUFLAGE

Location: Awarded for reaching Level 4 Research Bonus with Houdini Splicer.

Effect: When standing still, you become invisible.

Need some peace and quiet? Splice in Natural Camouflage, stop moving, and just fade away. Remember, not seeing is believing!



WALKING INFERNO

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: You take less damage from fire and inflict more damage when you use fire.

Walking Inferno—the hottest Plasmid in Rapture!

MAN OVER MACHINE

You won't always have enough money to buy everything you want, nor do you always have the steady hand (or an Auto-Hack Dart) to hack the toughest systems. These tonics make it much easier to deal with the machinery of Rapture. Some of them even make your summoned Security Bots that much tougher, too!



CAREFUL HACKER

Location: Available at the Gatherer's Garden machines starting in Ryan Amusements.

Effect: The hacking needle moves slightly slower.

Take your time! With Careful Hacker, all machines move a little slower—giving you plenty of time to subvert their inner workings.



HACKER'S DELIGHT

Location: On the roof of the flower shop near the Fishbowl Diner in Pauper's Drop.

Effect: Every time you hack something, you gain a little health and EVE.

With Hacker's Delight, your body converts the altered current from a hacked machine into a powerful healing agent. Hack and heal!



CAREFUL HACKER 2

Location: In the locked space behind the walls of Plasmid Theater in Fontaine Futuristics.

Effect: The hacking needle moves slower.

Take your time! With Careful Hacker 2, all machines move more slowly—giving you plenty of time to subvert their inner workings.



HACKER'S DELIGHT 2

Location: On the second floor of the Pink Pearl in Siren Alley.

Effect: Every time you hack something, you gain a little more health and EVE.

With Hacker's Delight 2, your body converts the altered current from a hacked machine into a powerful healing agent. Hack and heal!



DEADLY MACHINES

Location: Awarded for reaching Level 4 Research Bonus with Security.

Effect: Your hacked Bots and Turrets do more damage.

Ryan Industries adds even more value to your personal defenses with the Deadly Machines tonic! Any Security Bots or Turrets you control can deal even more damage to any parasites after what's yours.



HANDYMAN

Location: On the counter inside the Poisoned Apple in Siren Alley.

Effect: Repair (and name) friendly Security Bots and Turrets by interacting with them.

When your Security friends take a bullet for you, put them back into tiptop shape with a bit of EVE!



EZ-HACK

Location: At Gatherer's Garden machines starting in Siren Alley.

Effect: Hacking success zones become a little larger.

Machines these days. It seems like every time you turn around, everything's smaller and more fiddly. Put an end to this new-fangled nonsense with EZ-Hack! It makes all the success bars grow!



HARDY MACHINES

Location: Near the safe in the back room of Imago Fine Arts at Dionysus Park.

Effect: Hacking a Turret or Security Bot raises its max health.

A hacked Turret or Security Bot can be your greatest friend. Make that friendship last longer with the new Hardy Machines tonic from Ryan Industries!



HURRIED HACKER

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Landing in a blue bonus zone ends a hack instantly.

Are you a master hacker? Show off your skill and hack instantly!



MACHINE BUSTER

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Increases damage you deal to Security Cameras, Security Bots, and Turrets.

In today's automated environment, you may find yourself up against hostiles not made of flesh and blood. Machine Buster gives you the edge you've been looking for against metal-plated antagonists.



QUIK-HACK

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Hacking has fewer stages.

Rewiring complex machines can sometimes take more time than you have. With Quik-Hack, your hacking time becomes a little shorter.



SECURITY EVASION

Location: Available at Gatherer's Garden machines starting at Siren Alley.

Effect: Security Cameras and Turrets take longer to see you.

Tired of getting bushwhacked by Bots and Turrets? Equip Security Evasion for a little extra time to get out of their sights.



SHORT CIRCUIT

Location: At Gatherer's Garden machines starting in Pauper's Drop.

Effect: Your electrical attacks disable security devices much longer.

Tired of shocking Turrets and Security Bots again and again? Equip Short Circuit, and your electric shocks subsequently keep machines down much longer!



SHORT CIRCUIT 2

Location: Available at Gatherer's Garden machines starting in Fontaine Futuristics.

Effect: Your electrical attacks disable security devices permanently.

Keep machines down for the count when you shock them. Equip Short Circuit 2, and your electric shocks now put machines offline permanently!



SHORTEN ALARMS

Location: In the third floor office in the northeast corner of the Town Square area of Pauper's Drop.

Effect: Reduces duration of Security Camera alarms.

What sound is more ominous than a yammering security alarm? With Shorten Alarms spliced, you'll be in the clear in no time flat.



SHORTEN ALARMS 2

Location: At Gatherer's Garden machines starting in Dionysus Park.

Effect: Further reduces duration of camera alarms.

What sound is more ominous than a yammering security alarm? With Shorten Alarms 2 spliced, alarms quiet down even more quickly.



THRIFTY HACKER

Location: Award for reaching Level 4 Research Reward with Leadhead Splicer.

Effect: Hacked vending prices are even cheaper.

Sometimes the advertised price is just a suggestion. Make your hacked vending machines even more valuable with Thrifty Hacker!



VENDING EXPERT

Location: In a narrow maintenance corridor below Plaza Hedone, near the grocery store.

Effect: Reduces prizes in vending machines.

Enjoy a special discount at all of Rapture's vending machines.

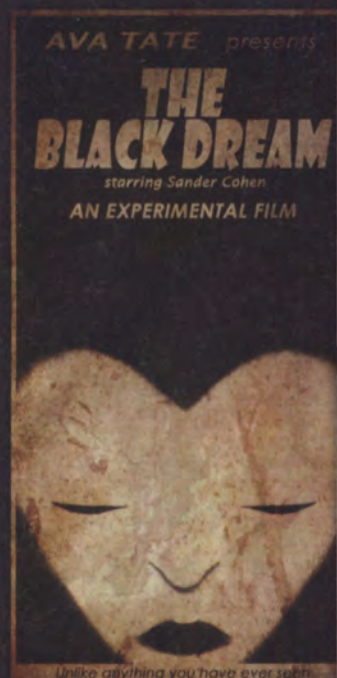


VENDING EXPERT 2

Location: Successfully chase the Unstable Teleport Plasmid through Fontaine Futuristics.

Effect: Further reduces prizes in vending machines.

Watch your dollars go even further with Vending Expert 2. Enjoy rock bottom prices from all of Rapture's vending machines.



EXTRA ELEMENTS

» Visit the Store
New Items at the
Eat at
EL DORADO Restaurant



WALKTHROUGH

ADONIS LUXURY RESORT

Plasmids offered each citizen of Rapture a chance at physical perfection. But when one of Rapture's elite wanted to feel pampered, he or she would book a suite at the Adonis Luxury Resort. The ageless marble of classical Greek baths meets the art deco resplendence of Rapture's modern tastes. Spa treatments enhanced by the controlled use of Plasmid abilities kept patrons of the Adonis feeling their very best.

Radiating out from the grand swimming pool, guests would find intensive Plasmid therapy rooms, a sauna, and the cutting-edge restorative technology of the Vita-Chamber. A private bathysphere docking ring provides easy access to the Adonis's main lobby, and to the sumptuous fare of Demeter's Banquet Hall beyond.

STORY GOALS

1

Find a way out of here.



2

Find Tenenbaum.



NEW DISCOVERIES

Plasmids and Tonics



Electro Bolt

Electro Bolt allows you to shoot a high-voltage arc of electricity from your fingertips. Use it to stun enemies for a short while or shock a pool of water to electrocute enemies standing in it.

Weaponry



Drill

The Drill is your strongest melee attack. Spinning the Drill does heavy damage, but this consumes fuel. Swing the Drill to conserve ammo.



Rivet Gun

The Rivet Gun fires rivets that offer moderate amount of piercing damage. You can also find Heavy Rivets for armor-piercing damage and Trap Rivets that utilize laser tripwires to fire a secondary rivet when an enemy is near.

FIRST ENCOUNTERS

Leadhead Splicer



Leadhead Splicers have retained enough fine motor control to aim and fire pistols, shotguns, and machine guns.

Thuggish Splicer



Thuggish Splicers rely on brute force, bashing their enemies with any implement that comes to hand (a wrench or lead pipe being popular choices).

Maybe you grew a little too attached to the Little One they call Eleanor? Perhaps her mother felt threatened by the bond that had developed between you and the girl? There's no telling why she hypnotized you and then had you squeeze that trigger. You should have died, though. If not instantly, then some time over the course of the ensuing decade. Nobody knows how you survived, nor why it is you finally woke from your coma, but your task is clear. You must find Eleanor. Big Daddies are created for one purpose only—to protect their Little Sister at all costs...

FIND A WAY OUT OF HERE



The last thing you remember is your own death, but you are now alive again, somehow. You've woken up in an unfamiliar part of Rapture, and it seems much time has passed. Explore the area and see if you can find a way out.

LOBBY

You revive in a strange part of the city, one you don't recognize. The neon sign beyond the glass dome indicates you've awoken in a place called Adonis Luxury Resort. Where is that? The soft sounds of whispering children indicate you're not alone. Wherever this place is, it has seen better days. Splash through the pools of water and head up the stairs, past the vent with the peering eyes, and through the cascading water. Use the Drill to break apart the coral blocking the doorway atop the stairs. Crawl beneath the debris and round the corner to Adonis Baths.

RAPTURE DIRECTORY: YOU ARE HERE



DRILLS NEED FUEL

The Fuel Gauge appears in the lower left-hand corner of the screen whenever the Drill is selected as the active weapon. The Drill consumes fuel every time it is activated, so don't rev the Drill the Drill's fuel level during play and switch to other weapons whenever starting to run low on fuel. While the Drill can be revved in short bursts, it's more effective to keep it spinning until the enemy is dead, provided you have the fuel.



ADONIS BATHS

The creature you spot upon entering the Adonis Baths will likely haunt your memory for some time to come—it's best to try not thinking about it right now. The door to the south is locked and the generator is on the fritz. Listen to the Audio Diary near the generator for a clue, then continue through the door opposite the side you enter to Plasmid Therapies.

AUDIO DIARIES

Many of the residents of Rapture believed in keeping diaries, but instead of relying on the traditional pen and paper version—how passé—they utilized the latest in technological advances, the voice recorder! There are well over 100 Audio Diaries scattered throughout the city for you to collect. You don't need to find them all, but these Audio Diaries do reveal a good amount of background information on Rapture's main players and help you understand more of the story. Rather than risk spoiling the story for you within the strategy, the scripts of these recordings are included in sidebars throughout the walkthrough—read along to discover facets of the story you may not have pieced together otherwise.

Each and every Audio Diary has been marked on the maps throughout this portion of the book. You can also refer to a complete listing of all Audio Diary titles, authors, and locations in the "Achievement & Trophy Guide" chapter.



Audio Diaries

ATTENTION: WORKERS!

AUTHOR: "Big Kate" O'Malley



Lesson one, mop jockeys: You are under the ocean now. If you feel the soft patter of rain on your hat, you're already fired.

Lesson two: you can jumpstart a dead generator with a direct spark, but clear the guests outta the pool first! Scares these

rich pricks to watch a workin' stiff hurlin' thunderbolts, ya follow me?

FITNESS

AUTHOR: Rachelle Jacques



My husband is such a perfect idiot. Throws away all his spending money on Gene Tonics to affect a look of physical fitness... so that he'll have an excuse to sit on his rear all day listening to radio serials!

"Stephen," I tell him, "if you want to be fit, come swim laps with me, the old-fashioned way. It's your mind that's atrophying." Maybe I'll start sneaking some Brain Boost into his daily regimen...

Descend the steps and turn towards the sauna on the right. The door near the rubble requires a key code, but someone trapped inside the sauna scrawled the code in the fogged-up window of the door. The code is "1540." Enter the code to unlock the sauna, collect the money and other items inside, then return down the hall to the left. The very first Splicer rounds the corner as you draw near—hold the Fire Weapon button to drill a hole right through him!



FRISK THE CORPSE

It's vitally important that you get in the habit of searching the corpses of all those you encounter in Rapture. Picking the pockets of those you defeat in battle is the easiest way to find valuable items, ammunition, money, and much more! Of course, corpses aren't the only source of items. Always search crates, desks, file cabinets, luggage, and anything else you suspect to contain hidden items. And don't worry if the corpses start to disappear after time—any items left on their person get transferred to a small lockbox that will be left in instead (though these eventually disappear).

Approach the Gatherer's Garden vending machine up ahead and collect the **Electro Bolt** Plasmid that sits outside the machine. The writing on the wall suggests this was left here purposely for you—perhaps by someone needing your help.



DISTANT MEMORIES

Ten years is a long time to be asleep—a lot can happen during that time, even under the sea. The Big Daddy you control periodically experiences a flashback of sorts that, in reality, is a telepathic message. Most of these visions involve the Little Sister you were paired with prior to that fateful night when you were instructed to raise the pistol to your head. Eleanor is her name...

Return the way you came, heading back to the door with the short-circuiting switch. Take an EVE Hypo from the EVE Dispenser on the right, then fire the Electro Bolt at the switch. Use Electro Bolt to shock the Thuggish Splicers near the diving board, then run up and hit them with the Drill to kill them.

Blast the generator on the right with Electro Bolt to jumpstart the power and unlock the door to the south. A woman named Tenenbaum soon radios you—perhaps her name rings a bell?—and requests that you meet her in the Atlantic Express Depot.



FIND TENENBAUM



You've been contacted by a mysterious figure named Brigid Tenenbaum. She needs you to find her in the Atlantic Express Depot. Make your way there.

BRIDGE COURTYARD

Search the hallway near the ladies' restroom for items and continue to the room with the bridge over the pool. Fire a blast of Electro Bolt into the water to electrocute the two Splicers wading near the bridge. Loop around the pool to the hallway on the other side of the room and retrieve the Rivet Gun from under the door.



RIVET GUN

The Rivet Gun is the Big Daddy's answer to a semi-automatic rifle. It's not the fastest firing weapon—nor the most powerful—but it is extremely accurate and can take out a Thuggish or Leadhead Splicer with a single shot to the head! Shock an enemy with Electro Bolt to stop him in his tracks, then zoom in and line up the perfect headshot with the Rivet Gun!

Zap the Leadhead Splicer in the next hall, then use the newly acquired Rivet Gun to shoot him in the head. A Thuggish Splicer then attacks from the right. Zap-and-pop her too, then search the bodies for loot and locate the First Aid Kit in the room to the left.



Audio Diaries



TO MY DAUGHTER

AUTHOR: Sophia Lamb



To my daughter, Eleanor. Soon, you will be born—and Rapture will be your home. You shall be raised as I was—to advance the common good through social psychiatry.

This city's potential is immeasurable, Eleanor... yet our beliefs are unwelcome here.

Life will be difficult. But the price of revolution is always clear. If we are patient with her... Rapture will come to us.

THEY CALLED IT RAPTURE

AUTHOR: Mark Meltzer



Barely made it down alive, but here it is—and it's real. Rapture. This is where that thing took my... my poor baby girl. From what I saw in the sub, most of the city's in ruins. But there were lights here and there.

And shapes, moving... I'm rambling. Scared, I guess. But maybe—if I find this "Doctor Lamb" I keep hearing over the PA... I'll find Cindy too.

RETURN

AUTHOR: Brigid Tenenbaum



I am back in Rapture, after so many years. The Little Ones I rescued are grown up, and think of me no more. After what I once did to them, it was a joy to be forgotten.

But now, all around the world—children vanish by the sea. Kidnapped. And so, I return... in fear of what I already know: Someone is making new Little Ones... continuing my work, my sins. Even if I am to die for it—I must stop them.

A DRINK AND A SMOKE

There are dozens of types of consumable items such as Pep Bars, cigarettes, and bottles of all kinds of alcohol scattered throughout Rapture. These items are instantly consumed upon being picked up, and are good for the body—at least in moderation—and serve to give you a small boost in health and/or EVE. However, cigarettes and alcohol have an adverse impact as well, effectively lowering your health and/or EVE levels. Worse yet, drinking two or more alcoholic beverages in quick succession causes your character's vision to become blurry and results in difficulty walking straight.

GRAND FOYER

The Little Sister you see in the Grand Foyer is under the watchful eye of her Big Sister—and Big Sister doesn't want you anywhere near her! It doesn't matter what you do though; it's too late. You should have never come!



VITA-CHAMBERS

There is a large tube at the rear of the Grand Foyer called a Vita-Chamber. This is where you will be revived if killed in the fight with the Big Sister. Every area of the city typically has several Vita-Chambers, each of which serves as a checkpoint of sorts. These devices require no activation from you, as they work automatically to bring you back to life as close to the location of your demise as possible. That said, do not think of Vita-Chambers as save points, because they are not. Your progress in *BioShock 2* is only saved when you manually select the Save Game option from the Pause Menu or when you reach a new chapter.

This fight is not yours to win. The Big Sister is far too powerful to fall victim to a Big Daddy as poorly equipped as you. Not to mention that you're still groggy from a decade of sleep! Fortunately, the Big Sister only wants to give you a good scare. Practice tracking her speedy leaps and cartwheels, and zap her with Electro Bolt when she's in view. Rush forward to hit her with the Drill if you're close, otherwise fire at her with the Rivet Gun. Keep the statue between you and her at all times. She'll occasionally pounce onto you for a melee attack. Try to time a swing of your weapon to knock her away as she gets close, but be ready to use a First Aid Kit!

Her most common attack is launching fiery projectiles, but she'll also swing her weapon for a melee attack, and even pounce on you! Once you've managed to reduce her health meter by a third, the Big Sister flees through the boarded up exit. Take a deep breath once she's gone and have a look around the room. There is ample opportunity to restock your supplies.

DEMETER'S BANQUET HALL

It might seem like a suicidal decision, but follow the Big Sister through the hallway leading to the banquet hall. Leap down off the balcony into the main dining area and watch in horror as the Big Sister shatters the windows and floods the entire facility! Lucky for you, Big Daddies come equipped with a seaworthy diving suit.

➔ MAYDAY! MAYDAY!

There's an extremely well hidden Audio Diary just outside the broken window of the banquet hall, inside the bathysphere with the flickering yellow lights. Search the corpse to find it.



Head out onto the sea floor and negotiate the winding path to the sea cliff in the distance. Leap over the fallen sign, then drop off the cliff to the clearing below. Tenenbaum then guides you to the train station. Continue north along the sea floor to the air lock and throw the switch to drain the chamber.

LOST AT SEA

Take a moment during your trip across the sea floor to gaze at the plane wreckage. This airplane crash-landed here in the days leading up to the Fall of Rapture. Rumor has it that a man named Jack was on board...



Audio Diaries

GENERATION

AUTHOR: Andrew Ryan



Diane insisted that we spend a weekend at the Adonis, and already I find myself seeking a respite from my vacation. When she deems it necessary to chide me for working, the words dissolve into an endless, animal bleat.

I founded Rapture to be free of law and god... to live among those for whom work is our wage!

Yet when Diane speaks of bearing my child... I am given pause. Until now, I had never considered my legacy. Perhaps... perhaps after the New Year.



Audio Diaries

ESCAPE FROM RAPTURE

AUTHOR: Sammy Fletcher



Sammy: All right, Diary—last entry! Lizzy and I... we found a 'sphere and we're going home! Ain't that right, baby? Next stop, topside!

Lizzy: Oh, I love you. It was you who saved us, Sammy. It was you, button. I—what was that? What's that sound?

Sammy: She's seen us! It's Lamb! Torpedo!!! I'll try to... (Screaming, gurgling)



DADDY'S HOME

Make your way through the Adonis Luxury Resort and across the sea floor to the Atlantic Express Depot to unlock this bonus. To do so, acquire the Electro Bolt Plasmid and the Rivet Gun and fend off the brief attack by the Big Sister. Follow the Big Sister to the banquet room where she'll smash the glass and flood the area. Continue north to the airlock beyond the cliff.

ATLANTIC EXPRESS DEPOT

The outmoded railway system you encounter here runs through the oldest districts of Rapture. Built by Prentice Mill in the city's early days, the Atlantic Express was once the Rapture populace's primary mode of transport. After the introduction of the Rapture Metro system of personal bathyspheres, the Atlantic Express fell out of favor and went bankrupt. The tracks remain largely intact, if disused.

The Atlantic Express Maintenance Depot was home to the drafting offices of the train company's brilliant mechanical engineers, as well as an enormous switching roundhouse and a central station for passengers headed to all points on the Express's train lines.

STORY GOALS

1

Get to Brigid Tenenbaum.



2

Hold off Sofia Lamb's Splicers.



3

Board the train.



NEW DISCOVERIES

Plasmids and Tonics



Telekinesis

Pulls an object to you, then hurls it (even enemy grenades). Also useful for holding objects as a shield or grabbing objects out of reach.

Weaponry



Hack Tool

The Hack Tool allows you to subvert the many machines of Rapture for help, protection, and other benefits. The reticule only turns red over valid targets. The Hack Tool fires basic Hack Darts, Auto-Hack Darts, and Mini-Turrets.

With no knowledge of where you are—or really even *who*—you follow the friendly voice in your ear. It's the voice of a woman named Brigid Tenenbaum. Something about her provides comfort; perhaps it's her accent? So after a brief struggle with a lithe female creature known as a Big Sister, you make your way across the ocean floor to an airlock and head inside. Tenenbaum is waiting for you in a ticket booth several floors above. Go to her.

GET TO BRIGID TENENBAUM



Brigid Tenenbaum is calling for help from the fortified ticket booth in the Atlantic Express train station. You must make your way through the Atlantic Express maintenance facility to reach her.

AIRLOCK

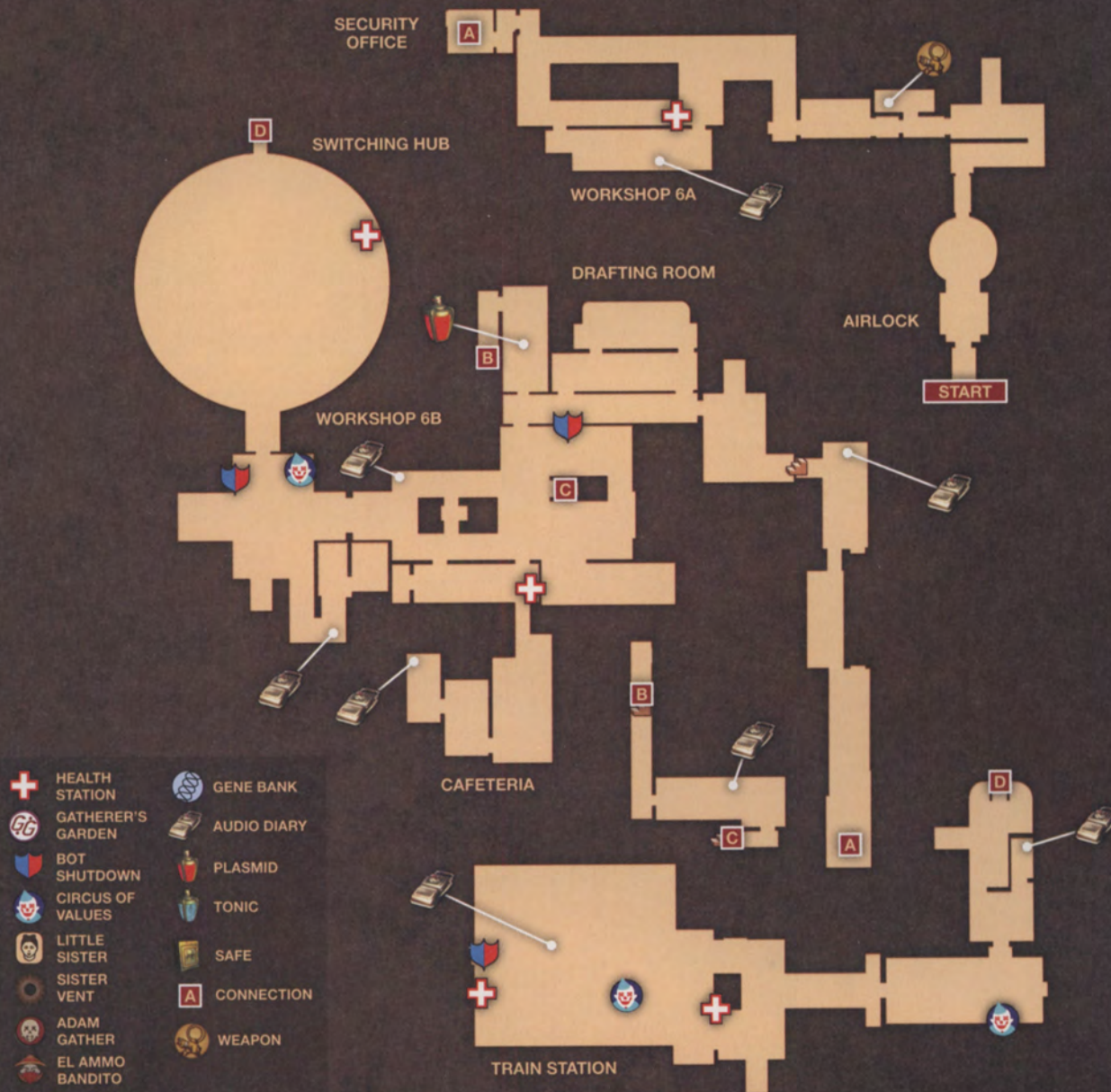


Your trip across that brief stretch of ocean floor has brought you to the airlock section of the Atlantic Express Depot. This is where maintenance workers once suited up and headed outside to work on the tubes. Now it's

a leaking relic strewn with abandoned dive suits. Check the lockers for food and items and head up the stairs.

As you draw near, the Splicer up ahead flees through the door and locks it from the other side—you have no hope of killing him before the door closes. Enter the storage room on the right and pick up the **Hack Tool** and the Remote Hack Dart. Obtain a second Remote Hack Dart from the Tool Dispenser on the right, then fire the Hack Tool through the broken window at the door control. Stop the needle on the green spaces as it moves back and forth to hack the controls and unlock the door.

RAPTURE DIRECTORY: YOU ARE HERE



HACKING 101

The hacking system in *BioShock 2* is quite different from what you may recall in the original game. Now, hacking is executed by firing a dart from the Hack Tool at the desired piece of machinery to initiate a hacking sequence. The action does not pause while hacking—enemies continue to attack if they spot you. In order to hack a device, use the Interact button to stop the needle in the green or blue zones as it oscillates back and forth. Stopping the needle in a blank area results in a brief shock. Stopping the needle in a red area triggers an alarm. The “Into the Dive Suit” and “Big Daddy Weaponry” chapters provide complete details on the Hack Tool and its various ammo types.

Proceed through the newly opened door and approach the deactivated Security Bot on the right. Perform a proximity-hack by pressing the Reload button while standing next to it. Try stopping the needle in the blue zone to increase the damage that this Security Bot can inflict on enemies by 20%. The Security Bot now follows behind you and serves as a metallic flying bodyguard.

DISTANCE HACKER

Pick up the Hack Tool in the Tool Storage Room and fire it through the crack in the window at the door control. Stop the needle in one of the green zones twice to complete the hack and unlock the door. This bonus unlocks with your very first distance-hack.

TRAIN WORKSHOP 6A

Try not to be distracted by the falling train car, as it's only a diversion—two Thuggish Splicers come running from around the far side of the car after it crashes to the floor. Put them down with the Electro Bolt and Rivet Gun and hack the Health Station on the left. Try to stop the needle in the blue zone for a free First Aid Kit. You can also smash the Health Station after hacking it to obtain an additional First Aid Kit.

Scour the left-hand office for items and an Audio Diary, then enter the red-glowing Gate Control Room and flip the switch. You'll be greeted by a voice and an image on the monitor shortly before several Leadhead Splicers attack. Don't bother trying to fight them. Although your instincts tell you to use a First Aid Kit, this too is unnecessary. You automatically stay alive long enough for the wooden floor to give out before your protective Big Daddy suit does.



Audio Diaries

THE GREAT CHAIN RATTLES

AUTHOR: Andrew Ryan



I am told that the people grow tense and isolated in the absence of the sun. Now... they clamor for a psychiatrist. Do they miss the state censor, I wonder? Wartime seizure of private assets? Or the Cheka police, vanishing them in the night?

Regardless, this Lamb woman is said to be the foremost practitioner in her "field." Fine. If she can quiet the rattling of the great chain's weakest links... I will leave her to it.

MR. TAPE RECORDER

AUTHOR: Eleanor Lamb



Hello Mr. Diary. Want to play?

"Actually, I'm quite busy right now, Miss Eleanor. Maybe later."

Well, all right. But do you mind if I take you apart while I wait? I promise I'll put you back together!

"What? You can't do thaaaat... noooo... waaaaiiit, wait Eleaaaanooooorrrr..."

JUST A FAD

AUTHOR: Prentice Mill



There would be no Rapture without me. No city without the Atlantic Express. Ryan took his first grand tour of Rapture on my flagship coach! But these days, personal bathyspheres are all the rage. My rails only connect the oldest parts of Rapture now, and the city's just... just left me behind.

Plenty of cash in the bank, though. This private vehicle craze will blow over soon.

You'll splash-land in the flooded Maintenance Runoff Pumping Station. Head north past the waterlogged debris and up the stairs. Crouch under the low opening to enter the Administrative Storage Room and continue to the Drafting Room beyond the Vita-Chamber.



Audio Diaries

RYAN VS LAMB: REALITY

AUTHOR: Sofia Lamb



Ryan: White is not black, Doctor Lamb—down is not up, and straw is not gold. Look around you. Rapture is no miracle—it is a product of reason, impossible unless one and one are two, and A equates to A.

(crowd murmur, tense, some agreement)

Lamb: And yet... alone, each man is a prisoner to bias. Dream, delusion... or the pain of a phantom limb—to one man, they are as real as rain. Reality is consensus... and the people are losing faith. Take a walk, Andrew. It is raining in Rapture... and you have simply chosen not to notice.

(angry half-cheering in agreement)



Cross the Drafting Room to the west and enter the Jet Postal Room on the right. Eleanor has left you another Plasmid—**Telekinesis**—along with another plea for help. Telekinesis enables you to pull distant objects towards you, then

either use them, drop them, or hurl them through the air at an enemy! Take the Plasmid and head up the stairs around the corner. You're going to have to find a way around that locked door to Workshop 6B.

A VERY SPECIAL AUDIO DIARY

There is an easy-to-miss Audio Diary located behind the fan by the stairs leading up out of the water. This is the only Audio Diary in the entire game that can—and must—be picked up using Telekinesis. You'll obtain this valuable Plasmid very shortly; remember to return to this spot and retrieve the Audio Diary to hear Eleanor's voice for the first time.

DRAFTING ROOM

Switch to the Hack Tool and fire a dart at the Security Camera on the wall in the next room. Hacking the Security Camera makes it work for you—stand back and watch as the Security Camera

detects the Splicers and sends a pair of Security Bots after them. Take a few steps to the right and fire your Rivet Gun at the distracted Splicers.



RED LIGHT, GREEN LIGHT

Always be on the lookout for the red glow of an unfriendly Security Camera. Stay out of its range of vision to avoid detection. Wait for the Security Camera to pan away, then step out and fire the Hack Tool at it. Quickly duck out of sight to perform the hack. Friendly Security Cameras glow green and can be a big help when it comes to dealing with enemies. The Security Bots they summon might just save your hide!

On the other hand, reference the maps (both in this chapter and in-game) for Bot Shutdown Panels in case you trigger a hostile alarm. Rush to the Bot Shutdown Panel and pull the lever to disable any Security Bots sent to attack.

Audio Diaries

WHAT HAPPENED TO THE PEOPLE?

AUTHOR: Mark Meltzer



These... people are hooked on some kind of genetic wonder-drug called ADAM. I've read the word "Splicers" scribbled on walls like a warning. One of them... cornered me, and Christ, his face—I had a gun, but I choked—and then out of nowhere we both heard this... singing and he took like hell on wheels.

It sounded like a kid—a little girl! Cindy's alive... I know it in my gut.

KNOW THE BEAST

AUTHOR: Sofia Lamb



In ethical psychiatry, we must account for the role of evolution. Depression, fits of panic, sexual pathos—all responses to ancient selection pressure.

The irony is that this theory is why Ryan's people invited me here. They mistake my study of natural law for the worship of competition. Remember, Eleanor—one must know the beast before it can be slain.

IMPROVING ON SUCHONG'S WORK

AUTHOR: Gil Alexander



Doctor Suchong's death was a nasty blow to the Protector program, but I'm gradually settling into his role, picking up the slack that his carelessness left behind. We are gaining steam again, but I'm not satisfied. Yes, the "Big Daddy" defends the girl... but he is programmed only for the fight, like a sheepdog who wanders off

unless a wolf is tearing at his flock.

When no aggressor is present, he regards his Little Sister as he might a common houseplant. We need something more, something stronger: an unbreakable physiological bond.

FOOD DROP!

Press the button on the Mail Pneumo Control Panel to the left of the little red wagon. The pneumo tubes are on the Fritz, and a steady barrage of food and drinks soon flies out of the pneumo tube near the ceiling.

Continue up to the balcony and use Telekinesis to grab hold of one of the large gas cylinders. Approach the edge and release the Fire Plasmid button to send the flammable gas hurling down towards the Splicers near the fire. Quickly use

Telekinesis to grab a second cylinder and launch it at the Splicers emerging from the room across the way. Another option is to shoot the cylinder once to spring a leak, then pick it up and drop it over the edge with a tap of the Reload button. The cylinder still explodes, and may even set off a chain reaction.



TRAIN WORKSHOP 6B

Descend the steps from the balcony to the workshop floor and search the bodies and lockboxes for items and money. Move south to the Cafeteria in search of additional items and another Audio Diary (in the kitchen). Keep your eyes open for other fuel cylinders and use Telekinesis to hurl them at the Splicers that appear.

A Splicer with a lead pipe has jammed the Deployment Bay Door located at the west end of the workshop. Head into the leaking restroom on the south side of the workshop and use Telekinesis through the broken wall to pull the pipe out of the gears. Continue through the other half of Workshop 6B to the door leading to the Switching Hub.



CIRCUS OF VALUES

The Circus of Values is a general goods vending machine that typically carries First Aid Kits, EVE Hypos, and an assortment of basic ammunition. Hack the vending machine to lower the prices on all of the items. Get a blue bonus during the hack to receive a randomly chosen item for free. Lastly, many vending machines have special items for sale that are only available after hacking.

SWITCHING HUB

You'll arrive in the Switching Hub in time to see a Big Sister flee through the shaft in the ceiling. Ready the Hack Tool and Telekinesis and slowly advance along the right side of the room. Fire the Hack Tool at the Security Camera on the far northern wall—just above the Health Station—and hack it quickly. Several Thuggish and Leadhead Splicers may attack at any moment. Hurl the gas cylinders and fuel drums lying around the area to take them out while conserving ammo.



FLOATING SHIELDS

Don't overlook the bullet-repelling abilities of wood! There are numerous pallets lying around the Switching Hub, and you can use Telekinesis to hold any one of them up in front of you for use as a makeshift shield. Give it a try!

Tenenbaum implores you to get to the elevators in the north end of the room. She can wait. Search the bodies for items and investigate the filing cabinets on the right for additional money and items. Finally, ride the elevator out of the area. Tenenbaum soon radios you during the slow ascent to the upper floor of the depot. Listen closely, her words are of great importance.

TRAIN STATION

Collect the Trap Rivets from the filing cabinets and on the stairs, then round the corner to the office on the left to find another Audio Diary. Visit the Circus of Values in the next room and follow the signs to the train platform.

TRAP RIVETS

Each ranged weapon has multiple types of ammo it can fire. Trap Rivets are just one of the two special types of ammo for the Rivet Gun. Shoot the Trap Rivet at a stationary surface to set a trap for an enemy. The Trap Rivet emits a tripwire laser at a 90-degree angle to the surface it adheres to. A secondary rivet is then fired from the Trap Rivet when an enemy crosses the red laser. The Trap Rivet never fires on you, which not only makes it safe to run around, but it also means that you can retrieve deployed Trap Rivets without fear of detonation.

Descend the stairs to the main station area and sneak around to the left-hand gate without alerting the Splicer on the right. Use the Hack Tool to hack the Security Camera beyond the gate, then double back and take out the Splicer. Set up an array of Trap Rivets throughout the area and flip the switch on the intercom to talk to Brigid Tenenbaum.



DON'T OVERSPEND!

Pay attention to your item and ammo capacities and current quantities when shopping. The vending machines won't stop you from purchasing more than you can carry—the excess simply ends up piled on the floor.

HOLD OFF SOFIA LAMB'S SLICERS

Sofia Lamb has issued a call to arms against you, and it's no longer safe for Tenenbaum and the Little Ones to stay in the train station. Defend yourself!



You only have a few moments before the first wave of Splicers appear, so quickly fire a row of Trap Rivets along the floor in front of each of the two gates, then backpedal through the lobby and fire extra Trap Rivets around either side of the map sign in the middle. Approach the gate and lure the Splicers into the lobby and towards the Trap Rivets.

Take cover behind the chair near the left-hand gate and repeatedly zap the pool of water beyond the gate with Electro Bolt to fry the Splicers as they line up to get in. If they come the other way, slip out the left side and hack the Health Station. This won't only give you a lower cost of health replenishment, but a hacked Health Station shocks any Splicer that tries to use it. Lure the final batch of Splicers within range of the Security Camera on the left and use Telekinesis to hurl the gas cylinder at them.



PROTECTOR

This bonus is unlocked by successfully fending off Lamb's Splicers long enough for Tenenbaum and her children to get to safety. Hack the Security Camera and Health Station outside the gates and set a number of Trap Rivets throughout the lobby in preparation for this battle. Lure the first wave of Splicers into the lobby towards the Trap Rivets. Then, move into the train station proper and lure the second wave towards the Security Camera to enlist the help of a Security Bot.

BOARD THE TRAIN

Tenenbaum has left to provide aid to other survivors of Rapture, but you are safe for now. A man named Sinclair has contacted you and seems to want to help. Board the train to exit the train station and head to where Sinclair is waiting.



You managed to stave off the Splicer attack long enough for Tenenbaum to get away, and she has arranged for you to meet with a smooth-talking man named Sinclair at Ryan Amusements. Have a look around the train station for items and another Audio Diary, then board the train. Throw the switch in the control car to travel to Ryan Amusements.

Audio Diaries

THE SITUATION

AUTHOR: Brigid Tenenbaum



Sofia Lamb has taken Rapture, and is responsible for stealing children from the surface. Her Splicers destroyed my submersible and forced me to run.

But the ticket booth is secure... and though I cannot trust him, Sinclair is a valuable ally.

I have already rescued a few of the new Little Ones from Lamb. They all want to know how we will get home. I wish I had the right words for them.

RYAN AMUSEMENTS

A theme park dedicated to educating the children of Rapture about the dangers of the surface world. Andrew Ryan was convinced that children born in Rapture would want to leave the city as they grew older, which he couldn't permit for reasons of secrecy. He commissioned Carlson Fiddle, a prominent mechanical engineer, to create an amusement park filled with enthralling—but terrifying—animated scenes depicting the horrors of the world that Rapture left behind.

Ryan Amusements revolves around the elaborate "Journey to the Surface" theme ride. The Hall of the Future once enticed Rapture citizens with the newest technological and genetic advances. The park gift shop and the El Dorado Lounge restaurant serve to round out the park's attractions.

STORY GOALS

1

Get a ticket.



5

Get to the Sister Vent.



2

Get into the park.



6

Buy the Incinerate! Plasmid at the Hall of the Future.



3

Find a Little Sister in the El Dorado.



7

Thaw the frozen door.



4

Gather ADAM from two bodies.



NEW DISCOVERIES

Plasmids and Tonics

	Sports Boost	You move slightly faster.
	Drill Power	Your drill does more damage when you spin or swing it.
	Booze Hound	Drinking Alcohol restores a small amount of EVE, rather than draining it.
	Incinerate!	Set objects and creatures on fire. Ages 12 and up.

Weaponry

	Machine Gun	Fires a rapid spray of bullets. Very effective against groups or at close range and inflicts small amount of piercing damage. Can also fire Anti-Personnel Rounds and Armor-Piercing Rounds.
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FIRST ENCOUNTERS

Bouncer



Bouncers are a style of Big Daddy that attack with a Drill. Their primary attack is a charge attack that covers lots of ground at surprising speed. Never face them head-on!

Big Sister



Big Sisters combine the strength of a Big Daddy with the ability to wield Plasmids such as Incinerate! and Telekinesis. Incredibly agile with potent melee attacks and ability to walk on walls! The most lethal enemy you'll face.

Your stop in Ryan Amusements isn't going to be as short as you expected. The tracks have frozen over, and you're going to need to throw some heat on that ice in order to get the train moving again. Fortunately, that slick-talking Sinclair has it all figured out. He'll keep himself safe from harm, locked up in a room at the train station, but he says there is a Plasmid called Incinerate! that can melt just about anything. All you have to do is get the ADAM it costs to buy it. Lucky for you, this so-called amusement park you're stuck in is really just an Epcotian ode to Ryan's vision of what a Plasmid-reliant future would resemble here in Rapture. Sinclair soon joins you once you're ready to roll out.

GET A TICKET

The train bulkhead door that allows passage through this park is frozen shut, preventing further progress toward your Little Sister. A man named Sinclair has offered to help, but you will need to get a ticket into the park first. The ticket can be found in the Manager's Office in the Security Wing.



TRAIN STATION

The train comes to a halt in a desolate station at Ryan Amusements. Take the EVE Hypo from the security booth then head up the stairs towards the Park Entrance. Of course, you won't be able to get inside without a ticket so have a look around then head through the ticket office to the Security Wing.

UPGRADE A WEAPON

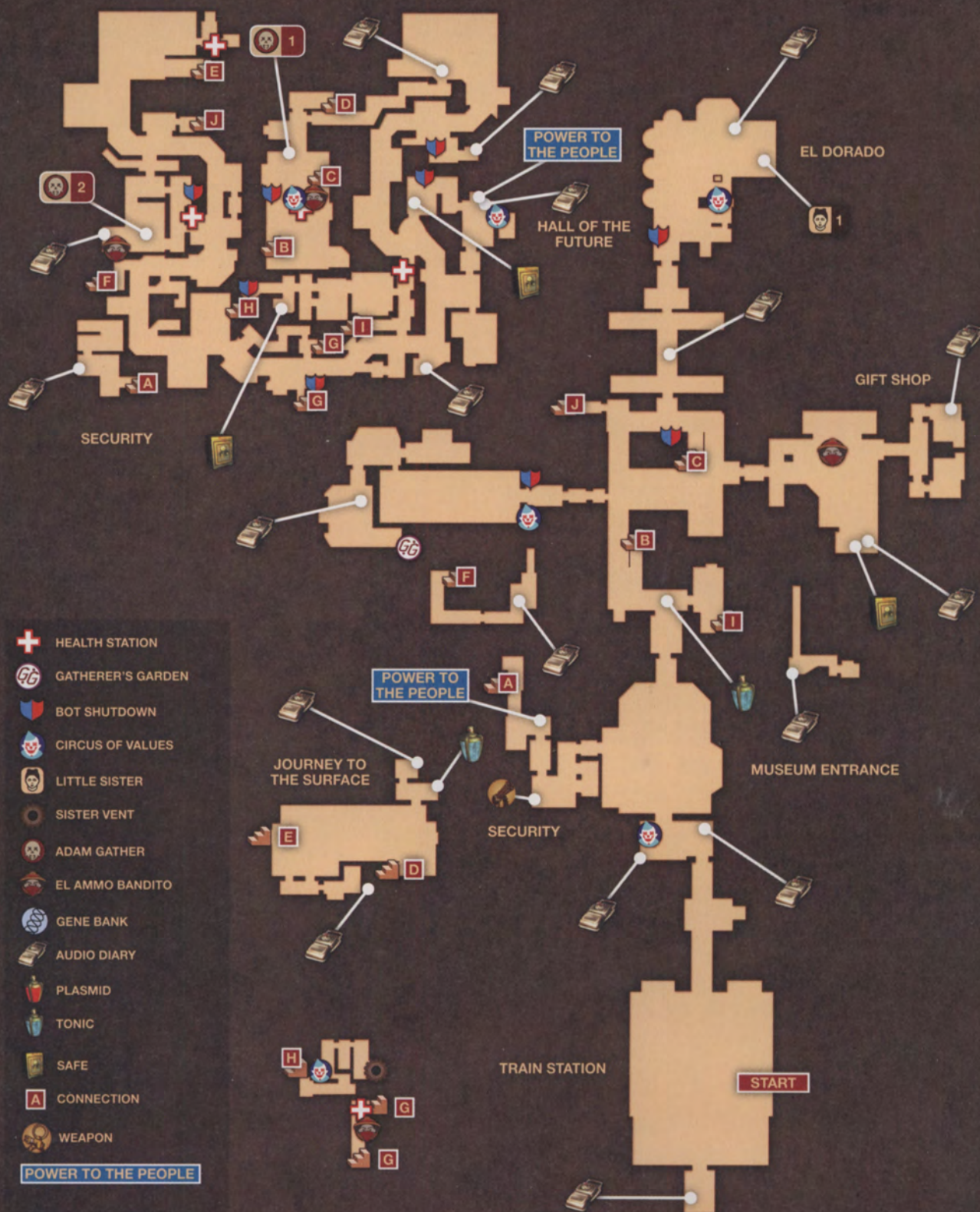
You'll unlock this bonus as soon as you make your first selection at a Power to the People machine. And, considering that you can't possibly overlook the machine in the Security Wing of Ryan Amusements as you walk down the hall past the lockers, it's likely you'll have no trouble earning this bonus.

POWER TO THE PEOPLE

The vending machine beyond the lockers in the Security Wing is a very special machine. The Power to the People machine gives out free weapons upgrades to those who access it. However, there is a catch! The machine shuts down permanently as soon as you make a selection. Since you can only use each Power to the People machine once, make sure you to choose wisely! See the "Big Daddy Weaponry" chapter for details on each weapon's possible upgrades. Depending on your playing style, it's best to either select the Rivet Gun Damage Increase upgrade or the Drill Damage Increase. Another option is to wait until you obtain the Machine Gun first, then select one of the upgrades for that weapon instead.



JOURNEY TO THE SURFACE



Continue down the hall and into the Manager's Office. The inner office—the one with the **Ticket**—is locked up tight. Shoot the Hack Tool through the broken window at the door control panel and hack the door open. Take a moment to watch the Little Sister on the other side of the reinforced window, then grab the Ticket and return the way you came.



Audio Diaries

ELEANOR'S PROGRESS

AUTHOR: Sofia Lamb



Eleanor is progressing brilliantly. My physical participation in her birth was... minimized, of course—it is vital that I am unhindered by nature's crude bias.

I will be, above all, her intellectual progenitor... loyal not to her, but to the people she will ultimately save. But, I admit, it is with some measure of pride that I review her marks in standard intelligence tests.

As an agent of our beliefs... she may surpass even me.

THE OLD SHEEPDOG

AUTHOR: Carlson Fiddle



I was hired to engineer a park the likes of which no man has seen, and now all I do is watch over it like a grizzled sheepdog. My first line of mechanical puppets made the children here coo with wonder. But Ryan thought my vision was immature...

"antiquated," he said. This place could have been something magical, but instead he's turned it into school... no, a cathedral. Dedicated to himself.

MUSEUM ENTRANCE

As you return up the steps from the Manager's Office, you hear the deranged voice of a female Splicer. There's no doubt that this Leadhead Splicer will try to kill you, but she does do you a big favor: she managed to break the display case containing the **Machine Gun**! Take her out, then grab the weapon. The Machine Gun isn't as accurate as the Rivet Gun, but it packs a very high rate of fire and can mow down enemies faster than any other weapon.



Open the door to the Museum Entrance with Electro Bolt and the Machine Gun in hand. Quickly zap the Thuggish Splicer to the left and open fire on the one straight ahead. There are three more Splicers in the area. Circle around in a clockwise direction, using the Electro Bolt and either the Rivet Gun or Drill to finish them off. Insert the ticket in the verification unit near the door and head inside.



GET INTO THE PARK

Your train is stuck in this park while the bulkhead door is frozen shut. Sinclair has informed you that you need to get a Plasmid that can melt the ice. Plasmids are available for sale in the park, so go inside and find one. You must insert your ticket to enter.



FIND A LITTLE SISTER IN THE EL DORADO



The train bulkhead door is frozen shut, preventing further progress toward your Little Sister. Sinclair has informed you that you need a Little Sister to get ADAM. This ADAM can give you the ability to

thaw the ice blocking your way. Sinclair mentioned that he saw a Little Sister inside the El Dorado Lounge. Go there to see what you can find.

RAPTURE MUSEUM

FREE SAMPLES OF SPORTS BOOST!

The Gene Tonic you see on the table straight ahead is yours for the taking. Sports Boost increases your movement speed. Once slotted, Gene Tonics imbue passive benefits to the player and do not need to be activated. Unlike in the original *BioShock*, Gene Tonics of all kinds can be slotted at any position. Four slots are available at first—purchase additional slots with ADAM at Gatherer's Garden vending machines. You can reconfigure your current assortment of installed Gene Tonics at a Gene Bank vending machine.

Rapture Museum is nothing more than a tribute to Andrew Ryan's vision and what it took to build the city that you now struggle to escape. Collect the **Sports Boost** tonic and stroll the upper walkway in a clockwise direction. Soak in the information provided by the audio tour and static displays. Gather up the money and First Aid Kit from the downstairs area in the center (making sure to hack the Health Station), then pay a visit to the vending machines to load up on ammo.

DON'T DETONATE THE DRUM

Notice the fuel drum near the bench in the upper area of the museum? That fuel drum eventually comes in handy during your return trip back to the train, so don't shoot it!



Audio Diaries

VOLUNTEER

AUTHOR: Nina Carnegie



I love the kids in Ms. Englert's third grade class, but boy, I had NO idea what I was getting into, volunteering to chaperone this New Year's sleepover party at Ryan Amusements...

Donny... Donny! Get down off of that exhibit, and I told you, spit out that gum! You'll choke! (Sigh) The kids' parents deserve a night off to enjoy New Years, but I'm at my wit's end—Donny! I TOLD you...

CUTTING CORNERS

AUTHOR: Silas Bantam



Useta be there was no margin in runnin' the gift shop—I couldn't hardly sell off this tourist crap for a penny more'n it cost to manufacture! Then I met this straight-shooter name'a Sinclair, and he laid a sweet deal on me. Said he's got some hard-luck folks down in Pauper's Drop can whip up this junk at half the cost I useta pay. Yeah, I've had to pick a needle or two out of the shipments, but all in all, nobody's the wiser... an' I'm all the richer.

Ignore the signs leading you north to El Dorado for the moment, and instead, head east into the Gift Shop. Drop the four Splicers from the entrance, then have a look around. Head down the stairs to the restrooms and use Electro Bolt to break into the women's room. Search the bathrooms for items before proceeding back up.

HEAVY RIVETS IN THE STALL

Even if you've never played a *BioShock* game before, you should sense by now that your pursuit of a Little Sister is going to force you to confront a rival Big Daddy. One of the absolute best ways to damage a Big Daddy is with Heavy Rivets (particularly at this point in the game). Lucky for you, there's a dozen of them in the bathroom stall inside the women's room. Cut across the Gift Shop and go down the stairs to get them. Best of all, once you've obtained Heavy Rivets, the El Ammo Bandito vending machine starts carrying them too!



Audio Diaries

RAPTURE IS DELIVERANCE

AUTHOR: Sofia Lamb



I know the surface, Eleanor. I spent half a lifetime there, in service of the common good. But then, I heard my own words twisted by fat old men, squatting over the embers of Hiroshima.

Were the modern world a patient in my care, I would diagnose it suicidal. On perhaps that point alone, Andrew Ryan is correct. Rapture... is deliverance.

EAT DOG

AUTHOR: Eleanor Lamb



Sofia Lamb: In ethical psychiatry... [sound of tape interrupt].

Eleanor Lamb: (giggle) Eleanor Lamb speaking. Mum says I'm not to play with the other children, because they're "being raised on a diet of dog-eat-dog."

I wanted to see these dog eaters... so I waited until Mum was gone... and went to find one... and guess what? The dog eaters wear human skins... it makes them look just like us!

Grab the Audio Diary in the rear of the Gift Shop and approach the safe. Safes have the best ammo and largest sums of money in them of all the containers you'll slip your pilfering little fingers into, but this doesn't come easy. Safes are the most difficult items to hack in all of Rapture. The needle moves faster, and has smaller blue and green zones with larger red zones. Press the Reload button at any time while hacking to perform a "buyout" (usually \$40 for a safe) and open the safe without hacking.

SAFE

Contents: Safe: 8 Trap Rivets, 30 Anti-Personnel Rounds, 50 Dollars (Hack Bonus).

The safe is in the south end of the Gift Shop. Clear the room of Splicers, then settle in to hack it up close without using the Hack Tool. Multiple Splicers attack after the hack is complete, so put those Anti-Personnel Rounds to use right away! The additional Splicers don't appear if you ignore the safe.



Exit the Gift Shop, top off your supply of First Aid Kits and EVE Hypos, and head north. Eleanor has left you another gift—the **Drill Power** tonic—which definitely helps in the battle to come. Continue ahead to the El Dorado.



EL DORADO

The El Dorado lounge is a big room at the north end of the main floor of Ryan Amusements. Most importantly, it has the first Little Sister and Big Daddy tandem that you'll encounter in your return to Rapture. Get ready!

FREE SECURITY BOTS

Why settle for just one Security Bot when you can have two? The Security Bot lying on the ground near the Bot Shutdown Panel is a good start, but you can gain another by purposely stopping the needle in the red zone at the Circus of Values machine, then running back to the Bot Shutdown Panel to disable the Security Bots that show up. Hack one of them to gain a second ally.

BIG DADDY: BOUNCER



Sinclair's advice was accurate. There's a Little Sister playing in the El Dorado, but she's under the careful supervision of her Big Daddy. Hack the Security Bot on the ground near the Bot Shutdown Panel and set up an array of Trap Rivets throughout the area surrounding the bar—while they won't inflict a lot of damage on the Bouncer, every little bit helps when going up against one of

these behemoths. Additionally, there's a supply case on the wall near the Vita-Chamber, and a Health Station near the stage.

Switch to Heavy Rivets and get the fight underway by using Telekinesis to hurl the fuel drum located near the stage at the Big Daddy. Equip Electro Bolt and use the combination of Electro Bolt and the Rivet Gun to put down the big fellow. The Security Bot helps for awhile, but the Big Daddy destroys it before long. Stay on the move, strafe away from the Bouncer, and try to lure him into the water in front of the stage—hit him with Electro Bolt as soon as he enters the pool! Be ready to use a First Aid Kit whenever you get hit, and don't forget to keep shocking the Big Daddy with Electro Bolt while firing Heavy Rivets. Switch to the Machine Gun if you run out and finish him off with .50 Caliber Rounds. Defeat the Big Daddy and adopt the Little Sister by pressing the Reload button.

BIG DADDY = BIGGER LOOT

Be sure to always search the corpse of a Big Daddy—even the ones whose demise you aren't responsible for. Big Daddies always have plenty of ammo and money on them and some even have a First Aid Kit too!



ADOPTED LITTLE SISTER

Defeat the Big Daddy and approach the distressed Little Sister. The only thing you can do with this particular Little Sister is adopt her, so press the Reload button to place her on your shoulders. She's not Eleanor, but she'll have to do. For now...

GATHER ADAM FROM TWO BODIES



The Little Sister can get you the ADAM you need to purchase the Incinerate! Plasmid and free your train. Sinclair explained that you will need to take the Little Sister to two ADAM-filled corpses and protect her while she gathers ADAM from them. The Little Sister is the only one who can gather the ADAM you need, so you will need to keep her safe.

BACK TO THE MUSEUM

Press and hold the Reload Button to have the Little Sister guide you back to Rapture Museum and down the stairs to the lower lobby. Follow the glowing trail of light to the specially-marked glowing corpse. Your adopted Little Sister knows this one has plenty of ADAM just waiting to be extracted!

ABOUT GATHERING ADAM

Every Little Sister you encounter (and decide to adopt) is capable of gathering ADAM from two distinct corpses. As her protector, you are tasked with keeping her free from harm while she performs the gather. Numerous enemies will attack—and the battle will be tough—but you will earn 40 ADAM for each successful gather. Completing all of the “gathers” isn’t a requirement for completion of the game, but you’ll need to do so if you want to maximize your ADAM supply and have a chance at purchasing every available Plasmid and Tonic in the game. Additional information regarding ADAM and Little Sisters can be found in the “Into the Dive Suit” chapter.



LITTLE SISTER ENCOUNTER

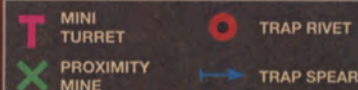
GATHER #1: RAPTURE MUSEUM DOWNSTAIRS LOBBY

The majority of the Splicers that attack come down the stairs flanking the corpse. Set up Trap Rivets on the stairs and along the wall at the base of the steps. Place several more on the floor in front of the locked door adjacent to the corpse and fire another one at the fuel drum near the oil slick by the corpse. Make sure to hack the Health Station on the wall behind the vending machines if you haven’t already—injured Splicers that go to it get a nasty surprise. Stand near the corner and be ready to fire on the first Splicer to approach the Little Sister—the explosions and bullets won’t hurt her, so don’t worry! The final two Splicers to attack use a blowtorch to cut through the door next to the Little Sister. Stand back and smile as they step onto the Trap Rivets you’ve placed and are instantly killed.



GATHER #2: RIDE CART GARAGE

Head through the door the final Splicers cut open in the Rapture Museum and follow the ride tracks up the ramp from the Journey to the Surface entrance. Proceed into the maintenance area behind the sign for the Censorship Bureau exhibit. Use the Hack Tool to hack the Turret in the distance. The corpse with the ADAM is right next to it. Set up Trap Rivets near the three openings leading into this area and also around the workbenches in the center. Make sure to hack the Health Station near where you enter the room and shoot out the windows overlooking the workshop (one less Rivet you’ll have to fire later on). Set the Little Sister down and use the Machine Gun to finish off any Splicers that make it past the Trap Rivets. Stay behind the Little Sister to keep the action in front of you (and the Turret to your right) and watch for Splicers to emerge from the entrance to your right. Fire a few rounds into the fuel drum near that hallway—it doesn’t just explode, it also ignites the fuel spill on the floor, too!





Audio Diaries

"CHILD" AND GUARDIAN

AUTHOR: Mark Meltzer



I found one of those children at last. Filthy dress, all alone. I approached her... praying that it was my little girl.

But she was... gorging herself on blood from a corpse. It wasn't her. I stared, just, just reeling, and then that skinny... armored freak that took Cindy jumped me, shrieking like an animal!

I escaped but... could Cindy have become one of those... things? I've got to find her, now more than ever.

YOU, ME, AND 1959

AUTHOR: Nina Carnegie



I think all of the children have finally fallen asleep. And now that the park is all quiet... I can't sleep myself! I guess it's just you and me, Mr. voice recorder. You, me, and 1959. I wonder what the new year will—what... what was that? Something's happened, the lights are going out. Kids, stay in your sleeping

bags, it's going to be fine...

ESCAPE PLAN

AUTHOR: Carlson Fiddle



I been rationing my supplies ever since the park got cut off from the rest of Rapture. Gotta stay strong. I'm holed up in this workshop, surrounded by these wailing brats, tryin' to beat their way in. They want my food, my guns... they want it all! But I've got a plan—gonna fix up the transport sub that's been rusting in the maintenance bay. Then I'm gonna get the hell out of this hole. These animals want Rapture? They can have it.

**9-IRONY**

Exit the museum through the door the Splicers cut through with the blowtorch and step into the exhibit on the left containing Andrew Ryan sitting at his desk. Use Telekinesis to pick up the golf club in the rear corner of the exhibit and throw it at his head. Knock his head off with the club to unlock this sarcastic tribute to the founder of Rapture.

**PROLIFIC HACKER**

If you've been hacking everything you could up to this point, then hacking the Turret in the Ride Cart Garage should unlock this bonus.

If you haven't, you'll earn the title of Prolific Hacker as soon as you successfully hack a Security Camera, Security Bot, vending machine, Health Station, safe, and Turret.

GET TO THE SISTER VENT

Your Little Sister has collected as much ADAM as she can hold, but you still do not have enough to purchase Incinerate! Sinclair said that you should take her to the workshop in the ride, where you can return the Little Sister safely. It seems like this is the

only way to get the rest of the ADAM you need, so you should listen to him for now. Keep following the ride and look for the Puppet Workshop. It can be found on your left.

JOURNEY TO THE SURFACE

Exit the Ride Cart Garage and methodically work your way along the ride's winding path, stopping to search each of the exhibits for items, money, and Audio Diaries. You'll encounter the occasional Leadhead Splicer, but they are few and your bullets should be many. Descend the steps on either side of the "Oppression" exhibit to find a Health Station and an El Ammo Bandito vending machine in a small corridor below.

**CHAOS CORNER BALCONIES**

Continue along the ride tracks to the sharp left-hand turn near the sign marking "Chaos Corner." Turn into the maintenance hallway on the right and go up the stairs. Use Telekinesis to pluck the numerous items and bundles of money off the balconies across the tracks, and locate the Audio Diary on the workbench.



Turn into the room on the left, just as Sinclair instructed. Don't let the flickering lights frighten you, since the only thing in here beside you are the heads of some puppets. Listen to Sinclair as he fills your head about ADAM and

what your options are—you can rescue her and receive less ADAM (with the potential for more later on) or you harvest her for maximum ADAM. Approach the vent in the corner of the room and opt to either rescue or harvest the Little Sister.

Audio Diaries

LAMB THE PROBLEM, SINCLAIR THE SOLUTION

AUTHOR: Andrew Ryan



Lamb is becoming a problem. The woman is a damned collectivist—here, in Rapture—how could the council fail to see it? Worse, to hide her intent, she gulls these “patients” of hers into religious frenzy. A new Kremlin will rise and swallow the council house before they realize they’ve been had!

I will not have my city swindled by the parasite, what its guise. It is time, I think, to call Sinclair.

TRUTH IS IN THE BODY

AUTHOR: Sofia Lamb



Rapture is a paradise of the ego, Eleanor. Under Ryan, the voices of an entire city sing the virtues of greed and pride.

But truth, rather, is in the body. Already they grow weary of struggling against one another in fruitless competition. Observe the bent

backs, the drawn faces. “Ryan promised us more,” they seem to say. “In what shall we now believe?”

And Eleanor... it is our task to answer.

SAFE

Contents: 22 Dollars, 20 Anti-Personnel Rounds, 5 Heavy Rivets.

Leave the ride corridor behind and enter the Puppet Workshop on the left. Cross the room filled with tables of puppet heads to the stairwell in the rear and stop to hack open the safe lying on its side. No Splicers bother you here, so take your time and concentrate on the task at hand. The nearest Bot Shutdown is down the stairs beside the safe, so get running if you trigger an alarm!



LITTLE SISTERS: THE CHOICE IS YOURS



As you may have sensed by now, this is the big moral dilemma in *BioShock 2*, just as it was in the original. What to do with the Little Sisters? These seemingly benign little girls carry ADAM within them and ADAM is the currency used to purchase additional Plasmids and Plasmid and Tonic Slots. Harvesting the Little Sister nets you large quantities of ADAM—160 units to be exact—but what kind of Big Daddy would you be if you were to sacrifice those who trust you completely? Assuming you escort the Little Sister to both gathers, you stand to gain a total of 240 ADAM from each Little Sister by harvesting them. (Of course, after you rescue four Little Sisters you will receive the Proud Parent Tonic, which gives you 280 ADAM for choosing to rescue your ward).

On the other hand, what would Tenenbaum, or better still, Eleanor, think of this behavior? Choosing to rescue a Little Sister only earns you 80 units of ADAM, but has the potential to earn you other rewards from the Little Sisters as a sign of gratitude in the future. Clearly how you approach the Little Sisters in Rapture has a severe impact on not only how many Plasmids you’ll likely acquire, but also on your relations with them.

It’s best to harvest all of the Little Sisters (after completing all of their gathers) during your first playthrough of the game so that you not only get to experience one of the story endings, but can acquire all of the Plasmids and tonics and unlock as many Achievements/Trophies as possible. This also helps you decide which Plasmids you enjoy using the most. Then, on a second or third play-through, try to complete the game without harvesting any of the Little Sisters. This makes powering up your character much more difficult early on, but earns you a different story outcome and access to some rather unique tonics later on.

BUY THE INCINERATE! PLASMID AT THE HALL OF THE FUTURE



Now that you have enough ADAM, you can purchase the Incinerate! Plasmid. This item allows you to melt the ice blocking the train station bulkhead and get back to finding your Little Sister, Eleanor Lamb. The Gatherer’s

Garden that sells Incinerate! can be found in the Hall of the Future.

JOURNEY TO THE SURFACE

Fight past the Leadhead Splicers in the Puppet Workshop and continue along the tracks to the left, towards the "Coercion" display on the right. Proceed through the door marked for employees only to enter the Lighting Storage area. Here, you'll find a Power to the People vending machine and an Audio Diary, not to mention another safe.



SAFE

Contents: 6 Trap Rivets, 44 Dollars, 2 Auto-Hack Darts.

This particular safe is on the west wall of the Lighting Storage maintenance room. Enter via the "Coercion" exhibit and continue west past the Power to the People machine to the next room. You'll encounter a Splicer enjoying a smoke off to the left, but there are no other security threats in this area, and the Bot Shutdown is right beside the safe.



A SECRET UPPER WALKWAY

Continue along the tracks to the "Coercion" display and enter the exhibit on the right. Run up the giant mechanical hand and leap onto the ledge. Follow it out over the main corridor to find an Audio Diary and a storage crate. Use Telekinesis to grab the Anti-Personnel Rounds off the distant beam.



Audio Diaries



DETERIORATION

AUTHOR: Nina Carnegie



Two weeks at my last count... two weeks since we were trapped in this rotten park. I haven't been eating... the children need all the supplies we've got left. Need them more than I do. I... I don't know what's going to happen. I can feel myself getting weaker. The children have noticed

the condition I'm in, of course... What will happen once I'm gone? They'll be... all alone...

DOCTOR LAMB

AUTHOR: Mike Novak



Third session today, with this amazing limey shrink, Doctor Sofia Lamb. She said that all Ryan's horse#@!* about always looking out for number one is turning us little guys against each other. And what we need is unity. Solidarity! Then she held up a mirror. Turns out I wear my hair and moustache just like Ryan.

So today, I'm spreading the word about Lamb. And tonight I'm shaving my whole stupid head!

DATING TIP

AUTHOR: Devin LeMaster



I've got a little dating tip for ya, Jimbo, it'll get you out of that lonely hearts club for good. This scheme works 100 percent of the time, guaranteed. First, find some Betty and take her to Ryan Amusements. Then ya go to the gift shop, buy her a teddy bear—this is key, I ain't kidding' around. Then... ya buy her a

ticket on "Journey to the Surface." Soon as you hit that first scare? Bingo. Tunnel. Of. Love.

Exit this area through the door near the safe and climb over the pile of crates blocking the tracks. Switch to the Hack Tool and inch your way around the corner slowly and hack the Security Camera on the wall. Assist the Security Bots that show up to attack the Splicer, then quickly shock the Security Bots and hack them to enlist their help!

GIVE YOURSELF UNTO HER!

Lamb's "family" has taken up the hobby of creating little shrines to her in random places throughout Rapture. One of these is behind the boards in the alcove under the Security Camera. Use the Drill to smash the wood and gather up the goods lying on the mattress and desk.

Continue around the corner to where you first came up the tracks from the ride station below. Since the fallen carts block the tracks, head through the maintenance hall on the left. Throw the switch to unlock all of the maintenance doors, then pick up the fuel drum with Telekinesis and carry it with you down the stairs. Turn to the left and throw the fuel drum at the Leadhead Splicers near the vending machines. Head up the stairs and through the door to the Hall of the Future.



BOOZE IT UP!

You'll naturally turn to the left to return to the main Rapture Museum area after descending the stairs. Don't go there just yet! First, move down the stairs to the right to enter the previously locked storage room in the northeast corner. Grab the **Booze Hound** tonic, then load up on alcohol in the back room to replenish your EVE!

HALL OF THE FUTURE



Grab the Remote Hack Dart on the stairs and equip the Hack Tool. Stay out of sight and fire a dart at the malfunctioning Security Bot in the room up ahead. Once hacked, the Security Bot springs to life and takes out the two Splicers trying to fix it. Go through the hallway to the right to find your target—the Gatherer's Garden vending machine!



Even though you came for the **Incinerate!** Plasmid, you now have the 160 ADAM

necessary to buy all three items regardless of whether you chose to rescue or harvest the Little Sister that you dealt with earlier. Keep in mind that this is the only time during the game where your actions regarding the Little Sister won't affect your ability to shop at the Gatherer's Garden. Purchase the Health upgrade and EVE Link items, too.



Audio Diaries

WORKING FOR SINCLAIR

AUTHOR: Stanley Poole



I uh... met with Sinclair today, of "Sinclair Solutions." It's this pseudo-legal firm he set up to take problems Ryan doesn't want to admit he has, and make them go away.

I could fill forty front pages at the Tribune with stories about this fella, if he wasn't

paying me not to.

And he's got work for me, right? I ask what, and he flashes me these thousand dollar Steinman teeth, sayin' this job'll quote change history end quote.

EFFICACY

AUTHOR: Andrew Ryan



I know this facility is vital to the preservation of secrecy in Rapture. But seeing myself transformed into that... lurching, waxen nightmare... do children truly respond to this?

Still, I spoke to a young man exiting the park after the grand opening, asking him what, if anything, he had learned here. He said his chores didn't seem so bad anymore—as long as mother wouldn't send him to the surface.

A FATHER'S LOVE

AUTHOR: Gil Alexander



We lost another of the Alpha Series Protectors today in testing. Somewhere outside the city limits, he simply vanished. For these men, Rapture has no walls. We must find a method of conditioning them against abandonment of the Little Sisters.

Something physical... possibly even lethal. The lab aides are starting to call them "Big Daddies"... perhaps there's some genius to that. Bonded pairs... connected by a love that kills.



Audio Diaries

DISAPPEARED

AUTHOR: Grace Holloway



He's gone. James was the only man I ever loved... and now it's like he never even came to Rapture. He heard me sing at the Limbo Room, came up all bashful.

He liked hearin' songs about what it's really like to live in this town... I think he's been trying to organize folks against Ryan, and he's gone, and I'm here, singing "Rise, Rapture, Rise"... scared to death they're gonna come for me!

WOODEN NICKELS

AUTHOR: Augustus Sinclair



Andrew Ryan. He reckoned the free market was some kinda holy spirit gonna lead us all over the rainbow—and I reckon it's a big fat hooker too dim to spot a wooden nickel.

So old Andy went an' became his own ghost, and I whittled nickels 'til I made a mint.

THAW THE FROZEN DOOR

Sinclair told you that you need to melt the ice that blocks your train from leaving the park. The frozen door is located in the train station, in front of the train you arrived on. Head over there and use the Incinerate! Plasmid on the frozen door.



You hear that scream? That's the telltale sign that a Big Sister is on the way. This fight is to the death, and you only have a few moments to prepare. Switch to Heavy Rivets and purchase any First Aid Kits and EVE Hypos you can from the Circus of Values machine before approaching the door to Rapture Museum.

MELTING THE ICE

Put your new Incinerate! ability to use by melting the iced-over exhibit to the left of the door leading back to the main area. Melt the ice behind the counter to stock up on Trap Rivets and Heavy Rivets—these can come in handy shortly—then approach the Gatherer's Garden machine. Those who decided to harvest the Little Sister have an additional 80 ADAM to spend. It's best to spend it on Armored Shell and an additional Gene Tonic Slot.

Kill the Big Sister

Big Sister doesn't care whether you rescued or harvested the Little Sister—you were not her Big Daddy and you should have never have laid hands on that poor little one. The Big Sister uses her Telekinetic Plasmid to pull you through the door leading back into Rapture Museum, so you had better be ready for a fight! Have the Rivet Gun or Machine Gun on hand and immediately target the fuel drum near the bench where she is standing (this is the one mentioned earlier). You only have a moment to detonate the fuel drum before she leaps away, so make your shot count!



The Big Sister isn't particularly vulnerable to Electro Bolt so hit her instead with Incinerate! Open fire on her head with Heavy Rivets and try to keep as far from her as possible to avoid her powerful melee slashes. Big Sister sprints and cartwheels around the area—and can even crawl along the walls if she wants to—so do your best to track her movements and stay out of the way. Avoid the back hallway where she can pin you into the corner, and consider leaping down to the lower level to play the angles against her. Switch to the Drill if she dashes in close and hold the Fire button to drill into her.



Her speed and melee attacks are your primary threat, but she'll also attack with her own Plasmids. Dodge her fireballs and hold your fire when she's using Telekinesis. She'll pull a number of rocks and other objects to her and hold them up as a shield before hurling them at you. Dodge the objects, then

retaliate with more fireballs of your own and Heavy Rivets. Don't be stingy with your First Aid Kits—use one whenever your health drops below the halfway mark.

BIG SISTERS YIELD ADAM

If you thought killing a Big Daddy gave you some sweet loot, then wait until you take down a Big Sister! Every Big Sister you defeat in battle has 40 ADAM on her. Search her corpse to soak it up, then return to the Gatherer's Garden and, if you have enough ADAM, purchase the EVE upgrade.



SINCLAIR'S SOLUTION

Fight your way through Ryan Amusements to adopt a Little Sister and help her gather the ADAM needed to purchase the Incinerate!

Plasmid. Put this fire-throwing Plasmid to use back at the train station and melt the ice blocking the train's progress. Ryan meets up with you after you throw the train override switch. Fight your way onto the train and take a ride with your new partner.

With the Big Sister defeated, all you have to do is head back to the train station and melt the ice with the Incinerate! Plasmid. Take a moment and inspect the in-game maps to make sure that there aren't any areas you've overlooked. Cycle through the map levels and look for areas colored brown on any individual level—those are areas you haven't been to yet. There's no place in Ryan Amusements that you can't access.

Make your way back to the train station and melt the ice as instructed. Sinclair then tells you to head into the security booth and throw the switch to put the train back online. He'll exit the locked room to the south and board the train, leaving you to fight your way through a half-dozen angry Splicers. Ready the Machine Gun, switch to Anti-Personnel Rounds, and have at it! Locate the Audio Diary in the room where Sinclair was, then board the train and get out of there!

PAUPER'S DROP

The Drop was originally built as a temporary worker's camp during the construction of the Atlantic Express. However, once the rail line was completed, the workers found that they couldn't afford to live anywhere else in Rapture, and the settlement under the tracks became permanent.

Most residents of the Drop lived in the sprawling Sinclair Deluxe tenement building. The Fishbowl Diner was a popular lunch counter for working stiff. A pawn shop, King Pawn, and free clinics can be found in the Drop's downtown. Skid Row is home to a once-bustling marketplace for scavenged and otherwise illicit goods. The marketplace is anchored by the Reliable Pharmacy at one end, and the Limbo Room jazz club at the other.

STORY GOALS

1

Go to the Sinclair Deluxe Hotel.



2

Search the pawn shop downtown for the Research Camera.



3

Research Brute Splicers.



4

Clear the rubble at the Sinclair Deluxe.



5

Go to Grace's Apartment.



6

Get the Override Key from Grace.



7

Use the Override Key to end the lockdown.



NEW DISCOVERIES

Plasmids and Tonics

	Hacker's Delight	Every time you hack something, you gain a little health and EVE.
	Shorten Alarms	Reduces duration of Security Camera alarms.
	Fire Storm	You emit a burst of fire when struck by melee attacks, damaging all around you.
	Hypnotize	Causes enemies to become hypnotized, attacking anyone nearby!
	Freezing Drill	You freeze enemies for longer, and all Drill attacks have a chance to freeze the target.
	Keen Observer	Increases research bonuses, allowing you to progress faster at research.

Weaponry

	Shotgun	Fires a wide burst of pellets, most effective at shorter ranges. Base ammo does moderate piercing damage. Solid Slug can penetrate multiple targets and inflicts anti-personnel damage. Phosphorous Buck sticks to enemies and explodes after a short time.
	Research Camera	Research enemies by initiating filming to record you combating them. Record yourself using a variety of attacks to earn Research Points and earn various Research Awards, including damage perks and tonics!

FIRST ENCOUNTERS



Rosie

Rosie is a version of Big Daddy that prefers to maintain a safe distance and attack with a Rivet Gun and lobbed Proximity Mines. Use Telekinesis to throw the mines back at them.



Brute Splicer

Brute Splicers have enormous bodies and forego conventional weapons in favor of vicious shoulder charges and overhead hammer blows. Brute Splicers also throw objects!

The train rolled out of Ryan Amusements just as Sinclair said it would, but even he couldn't predict Lamb's next move. She issued a city-wide shutdown of the Atlantic Express, and has stranded you in Pauper's Drop—the ghetto of Rapture. There's nothing you can do to change Lamb's mind, so you're going to have to find a lady by the name of Grace Holloway and pry the Override Key out of her grasp—that train isn't going to budge without that key! Grace used to sing over at the Limbo Room jazz club, but these days she just whiles away her time holed up in her apartment atop the Sinclair Deluxe tenements. As one of Lamb's most devoted disciples, you can bet she's got an army of Splicers and cultists stirred into a frenzy and just itching to split your helmet in two.

BETTER TIMES WITH LAMB

AUTHOR: Grace Holloway



My folks lived in the St. Louis Hooverville in '32... and the Drop is worse by a mile. Nobody's supposed to live down here, city pissing on us. Never dry. Ryan doesn't care. And Fontaine's a damn crook.

But Doctor Lamb cares. We're still people to her. She's offering free mental counseling on Sundays. When I go, I get the feeling she's got a plan for Rapture... and for me.

WRONG SIDE OF THE TRACKS

AUTHOR: Augustus Sinclair



Ol' Pauper's Drop's the worst neighborhood in Rapture—but it's a hell of an opportunity to raise up some, ah, affordable housin'. When Atlantic Express was constructin' their luxury passenger line, this place was hollowed out beneath as flophouses for the railway crew.

Nobody was s'posed to reside down here long-term—but when you're broke in this town, you're not exactly swimmin' in alternatives. I don't favor spendin' more than an hour or so down here at a time. There ain't a side of the tracks more wrong than under 'em.



Audio Diaries

RYAN VS. LAMB: RELIGIOUS RIGHTS

AUTHOR: Sofia Lamb



Ryan: Religious rights, Doctor? You are free to kneel before whatever tribal fetish you favor in the comfort of your own home. But in Rapture, liberty is our only law—A man's only duty is to himself. To imply otherwise, therefore, is criminal.

Lamb: Ask yourself, Andrew—what is your "Great Chain of Progress" but a faith? The chain is a symbol for an irrational force, guiding us towards ascension—no less mystic than the crucifixes you seize and burn. (angry applause, shouting)

**POWER TO
THE PEOPLE**

THE LIMBO ROOM

START

**THE SINCLAIR
DELUXE TENEMENTS**

TRAIN STATION

DINER

**THE SINCLAIR
DELUXE TENEMENTS**

THE LIMBO ENTRANCE

TOWN SQUARE

MARKET



- | | | | | | | | |
|-------------------|------------------|---------------|-----------------|-------------|---------|------------|---------------------|
| HEALTH STATION | BOT SHUTDOWN | LITTLE SISTER | ADAM GATHERER | GENE BANK | PLASMID | SAFE | WEAPON |
| GATHERER'S GARDEN | CIRCUS OF VALUES | SISTER VENT | EL AMMO BANDITO | AUDIO DIARY | TONIC | CONNECTION | POWER TO THE PEOPLE |

GO TO THE SINCLAIR DELUXE HOTEL



Sofia Lamb has suspended all rail travel in Rapture to prevent you from reaching Eleanor. However, her local lieutenants can override the lockdown.

Sinclair has told you that a woman named Grace Holloway runs Pauper's Drop and has the Override Key that you need. Go to the Sinclair Deluxe Hotel to find her.



FISHBOWL DINER



You won't take one step towards the diner before seeing a hulking Splicer lob a fuel drum at some others and run away. That beast is known as a Brute Splicer, and you'll see more of him later. For now, sneak around

the right-hand side of the diner and use the Hack Tool to hack the Security Camera on the far side of the diner. Take out the lone Leadhead Splicer running about, then prepare for your next Big Daddy encounter.

TRAIN STATION

Exit the train and extract two First Aid Kits out of the Health Station in the room to the right—one from hacking, then a second through vandalism. Loop around the rear of the train to find some ammo in the corner of the area before heading south for the Drop.

Hack the door and continue past the Gene Bank to the door to the west. Enter this next room quietly so as to not disturb the cultists performing their ritual up ahead. Line up a clean shot on the one nearest to your position and hurl a few fireballs at them, then open fire with the Rivet Gun to put them down. Scavenge the corpses and use Telekinesis to collect the money and Heavy Rivets behind the bars to the left.

BIG DADDY: ROSIE

The Little Sister out for a walk near the Fishbowl Diner is escorted by a type of Big Daddy known as a Rosie. Unlike the Bouncer, the Rosie is equipped with a Rivet Gun and a number of Proximity Mines, which it periodically lobbs your way. The Security Camera does not detect the Rosie as an enemy until you engage it in combat, so take your time setting up your ambush. Your goal in this fight is to lure the Rosie into the pool of water beside the diner. Lay a number of Trap Rivets on the side of the water closest to the Big Daddy, and use the Circus of Values to stock up on EVE Hypos.

Equip Telekinesis and the Rivet Gun and take aim on the Big Daddy with Heavy Rivets. If planned well, the Security Camera soon calls in two Security Bots to distract the Big Daddy. Continue firing on the Big Daddy and watch for it to lob a green Proximity Mine your way—catch it and throw it back, then switch to Electro Bolt. Backpedal towards the vending machine and try to lure the Big Daddy across your array of Trap Rivets and into the water. Continue zapping it with Electro Bolt to curtail its offensive abilities, and open fire! Switch to the Machine Gun as soon as you run out of Heavy Rivets.





LITTLE SISTER ENCOUNTER

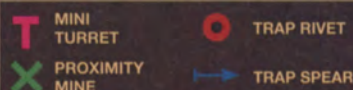
GATHER #1: OUTSIDE THE FISHBOWL DINER

The first of the Gathers is located in the northwest corner of the Fishbowl Diner area, just steps away from the Circus of Values machine. Collect any remaining Trap Rivets you can from the battle with the Big Daddy and from the previously defeated Rosie in the northeast corner, and place them around the corpse. Use Telekinesis to carry over any undetonated fuel drums and place them near the oil spill, then stick one or two Trap Rivets to the drum. Place Trap Rivets near the entrance from the train station and under the corner of the diner. Stand between the vending machine and newspaper dispenser and pan back and forth for Splicers. Many leap down from the roof of the diner (beware for Splicers with molotov cocktails), while others enter from the train station area and down both lengthy corridors. Zap the water with Electro Bolt to take care of the ones coming from the right and rely on the Trap Rivets and your Machine Gun with Anti-Personnel Rounds to take out the others. Electrocute and Drill Swing any that get close to the Little Sister.



GATHER #2: TOWN SQUARE

The second Gather is in the center of the Town Square area. Deal with the Brute Splicer that attacks upon entering the area, then hack the Health Station. Use Telekinesis to pick up the fuel drum in the hallway and place it near the hole in the wall near the Vita-Chamber, sticking one or two Trap Rivets to it. Most of the Thuggish and Leadhead Splicers attack from the vicinity of the Vita-Chamber and pawn shop. Stand between the Little Sister and the brick structure in the center to be safe from gunfire originating near the Vita-Chamber. Use Electro Bolt to electrocute the water on your right whenever a Splicer comes from that side, and rely on a grid of Trap Rivets to protect the approach from your left. The Splicers eventually begin coming from the hallway leading past the Gene Bank (from the diner). They attack at close range, so be ready for them. Switch to the Drill, zap them once with Electro Bolt, then hit them with a Drill Swing to knock them out.



Loop around to the far side of the diner and hack the Security Bot, then head up the rickety walkway to the roof of the diner. Hack the Turret in the corner and cross the walkway to the roof of the flower shop in the southwest corner to find an Audio Diary along with the **Hacker's Delight** tonic.



Head inside the diner via the kitchen door in the southeast corner—it's the only entrance not boarded up—and scour the area for items and ammo. Locate the corpse in the corner of the diner (near the counter) and collect

the **Shotgun**. As soon as you pick up this Shotgun, a number of Splicers burst through the windows and through holes in the ceiling. Place some Trap Rivets around the area between the counter and the tables. Between them, the Turret and Trap Rivets on the roof, and the Security Bot you should have from outside the diner, you shouldn't have any trouble holding off the ambush. If you do, just leap through the one of the windows and lead your attackers towards the Security Camera out back. That should take care of them!

AMBUSH AT THE DINER

Don't head inside the Fishbowl Diner without first hacking the Turret on the roof! Many of the Splicers that attack you inside the diner come from the roof—hacking the Turret on the roof and laying down a number of Trap Rivets significantly reduces the number you'll have to face.

THE CLINIC KEYCODE

The corpse with the Shotgun had a newspaper tucked under his arm with the numbers "0047" scrawled in lipstick across the front page, with the word "Clinic" next to it. You can be sure those weren't the winning numbers for the Pick Four! Don't worry about what keycode those numbers belong to just yet—just point your reticule at them to commit them to memory. You'll see a scrap of paper appear on-screen with this passcode as soon as you reach the door requiring the code.

Head east away from the diner towards the Sinclair Deluxe tenement. Loop through the glass corridor to Sinclair's hotel and inspect the two rooms on either side for items, an Audio Diary, and a safe. You'll see another one of those Brute Splicers go rumbling by in the distance, just before he knocks a pile of debris in front of the main entrance—you need to learn how that boy got so strong if you want to unblock the obstacle!

SEARCH THE PAWN SHOP DOWNTOWN FOR THE RESEARCH CAMERA



Grace's Brute Splicers have blocked the way into the Sinclair Deluxe Hotel, preventing you from getting to her. You now must pick up some new tricks from the Brute

Splicers by using a genetic Research Camera. Search the pawn shop downtown to find one.

TOWN SQUARE

Return to the diner area and move south towards Town Square. Inch your way through the narrow passage and past the Gene Bank, keeping Telekinesis and the Shotgun on the ready. A Brute Splicer soon appears and hurls the giant crown from atop the King Pawn store at you—catch it and throw it back. Continue to use Telekinesis to throw things at him—anything—to break him out of his shoulder charge. The Brute Splicer next breaks through the wall on the right to reveal a hidden Vita-Chamber; take this time to hack the Health Station so he can't revitalize himself. Switch to Electro Bolt and finish him off with the always reliable stun-and-blast technique!

Sinclair says the Research Camera is inside the pawn shop, but the shop is chained shut. Use the keycode you found in the diner—0047—to unlock the door to the clinic and head upstairs to the rooftops. You can drop through a hole in the



floor to enter the pawn shop from the second floor.

Audio Diaries

THE END OF THE LINE

AUTHOR: Prentice Mill



This is it. It's over. I built this railroad from nothing... played by Mr. Ryan's rules. But then he asks me to sink my own cash reserves into the banks to give Rapture some breathing room, and now Austen Goddamned Bathysphere wants to buy me out. Decommission the whole line!

I have no family... and no friends. I am the Atlantic Express... and this... is the end of the line...

CLINIC CODE AT THE FISHBOWL

AUTHOR: Tobias Riefers



What did they expect? You keep enough drugs stashed in this clinic to splice up a rhinoceros, of course every poor soul in the Drop's gonna start beatin' down your door. It's my job to think up a new key code to keep 'em out. Seems like every other day now... Nuts... I'll mull it over for a while at the Fishbowl Diner.

THERAPY WITH GRACE 1

AUTHOR: Sofia Lamb



Grace: Doctor Lamb. Sofia. I came down here to sing, and to start a family... But I just don't fit in with these people. Look at you. You fit with them.

Lamb: Grace... in Ryan's Rapture, I am the pariah. You and I share unpopular ideas—but I wonder... how devoted are you to the Rapture people? If you wish to know more, wear this butterfly brooch at our next session. If not... no harm done—we shall never speak of it again.

ARRANGEMENTS

AUTHOR: Sofia Lamb



Lamb: Now Eleanor, Mummy has to go away for a while. You shall be staying with Aunt Gracie.

Eleanor: Mummy, don't go... (edge of crying)

Lamb: Eleanor, you are better than that. Do you remember what I told you?

Eleanor (miserable): I am very special.

Lamb: That's right. And what else?

Eleanor (still sad): I was born to change the world.

Lamb: Yes. And when Mummy returns home... the world will be very different indeed. She will make it ready for you.

CAMERA IN HOCK

AUTHOR: Rock Flanagan, P.I.



Another day, no clients. Atlas and Ryan start goin' at it hot and heavy, and all my business dries up. Used to be easy: put the eye on some spliced-up dame's wandering husband and rake in the dough. Now it's got so bad I hadda put my camera in hock at King Pawn. Makes a guy consider splicin' up himself... if I had two dimes to rub together, that is.

DOUBLE WARNING!

There's a Splicer atop the stairs inside the clinic about to toss a flaming barrel down the stairs at you. Stick to the right to avoid the barrel and open fire on him as soon as the barrel moves past. Switch to the Hack Tool and ascend the stairs slowly and hack the Security Camera on the wall to the left.

Head up the stairs inside the clinic and hack the Security Camera on the wall. Instead of going directly left towards the pawn shop, cross the walkway to the north to find a Power to the People machine. Ascend the stairs there to the upper level, and search the offices upstairs for an Audio Diary and the **Shorten Alarms** tonic. Continue south on this uppermost floor to another cultist ceremony. Hurl a couple fireballs at them from afar, then pick up the other Audio Diary and proceed west, past the Security Camera and down the stairs to the roof of the pawn shop.



HACK DART SNIPING

Approach the bridge leading to the third floor above the pawn shop (after the cultist ceremony) and look down and to the right, beyond the billboard. Use the Hack Tool to hack the Turret on the roof of the pawn shop from here to avoid dealing with it at close-range.

Circle around to the right, past the hole in the roof and the Turret, and gather up the loot in the examination room across the bridge, then double-back and cross the bridge to the north to explore the apartment with the safe. Finally, once you're done searching these upper areas, drop through the hole into the pawn shop.

SAFE

Contents: 25 Armor-Piercing Rounds, 45 Anti-Personnel Rounds, 6 Heavy Rivets.



The safe is on the wall behind the upturned mattress and bed frame in the apartment directly across from the pawn shop's second floor. There are five stages to this hack, and the zones get smaller with each successive stage. Because a Thuggish Splicer attacks as soon as you are done with the hack, consider setting up some Trap Rivets to protect your flank, just in case!



Drop through the hole in the floor to enter the pawn shop and take the **Research Camera** off the counter. Approach the locked front door with the Research Camera in hand and press the Fire button while looking through the door at the Thuggish Splicer outside. The Thuggish Splicer then opens the door to attack—zap him with Electro Bolt before hitting him with a Drill Swing to finish him off. You'll most likely earn enough Research Points to obtain the first Research Bonus for Thuggish Splicers.



FIRST RESEARCH

Equip the Research Camera and begin filming the Thuggish Splicer outside the door. Hit the Fire Weapon button while aiming the viewfinder at the Splicer, then battle the Splicer as you normally would. The Research Camera records the action and assigns a grade. It doesn't matter what your grade is for this bonus—you just need to get the camera rolling with a Splicer on-screen for this Achievement/Trophy.

SAFE

Contents: 40 Armor-Piercing Rounds, 2 EVE Hypos, 10 Trap Rivets.

This safe is in a secret room inside the pawn shop. Drop through the hole in the second level floor to enter the pawn shop, then crouch behind the counter and locate the small red button beneath the cash register. Press it to reveal a secret room with the safe. The safe has five stages, but no enemies attack you here unless you have opened the front door to the pawn shop.



CAMERA SHY THUGGISH SPLICERS

You're going to have to take every opportunity you have now to film these Thuggish Splicers in order to max out their research track. Thuggish Splicers don't exist after Pauper's Drop, so you may miss out on your chance to fully research them if you're not careful. Keep the Research Camera on hand and film every one you encounter.

RESEARCH BRUTE SPLICERS



You must learn some new moves from Grace's Brute Splicers to bust your way into the Sinclair Deluxe Hotel. Photograph Brute Splicers with the Research Camera, then

use any of your Plasmids and weapons against them to gain Research Points and earn a Research Reward.

MARKET

Exit the pawn shop and head due east out of Town Square, then follow the signs towards "Skid Row" to reach the Market. Eliminate any Splicers you encounter in the glass tunnels and move slowly into the Market area while studying the Big Daddy in the distance.

BIG DADDY: ROSIE

The Big Daddy you see when you first enter the Market may or may not be under attack by other Splicers. If you see that it already has a Little Sister with it, then by all means start filming and join the action. Otherwise, you're going to need to sit on the sidelines and wait for the Big Daddy to draw the Little Sister out of the Sister Vent off to the left. Use the Hack Tool to hack the Security Camera in the distance, and set up some Trap Rivets on the steps leading down to the pool of water where the Sister Vent is located.

Use Telekinesis to pick up the gas cylinder off to the right and throw it at the Rosie as soon as he begins to walk away with the Little Sister. Switch to Electro Bolt and continuously zap the water while the Rosie is standing in it. Use the Machine Gun and Armor-Piercing Rounds to rip right through the Big Daddy's armor. The Security Camera likely summons a pair of Security Bots, which should buy you just enough time to finish off the Rosie before it attacks with its Proximity Mines and Rivet Gun.





LITTLE SISTER ENCOUNTER

GATHER #1: IN THE MARKET AREA

This next Gather is just steps away from the Sister Vent, and conveniently under a Security Camera. There's also a Rocket Turret in the shop directly to the southeast of the Gather corpse that you would be wise to spend an Auto-Hack Dart on. Most of the Splicers that attack during the Gather are going to come from



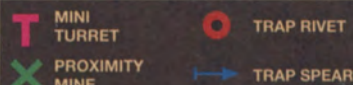
the stairwell directly south of the corpse and from the balcony directly above the Sister Vent. Place Trap Rivets near the entryway leading away from the stairwell and along the edge of the water. Set the Little Sister down to initiate the Gather and pick up a nearby fuel cylinder with Telekinesis, throwing it at the first batch of Splicers to appear. Let the Trap Rivets, Security Camera, and Rocket Turret take care of the rest that come from the stairs. Use Electro Bolt to fry the ones that leap from the balcony down into the water. This is one of the easiest Gathers in which to perfectly defend your Little Sister.

GATHER #2: APARTMENT ABOVE THE MARKET

Move up the stairs south of this Little Sister's first Gather corpse to the apartments on the next level to find the second Gather. There are only two ways into this room—through the hallway you enter from and the one opposite. Cover as much of these two approaches as you can with Trap Rivets



and set the Little Sister down at the corpse. Stand in the corner behind her and watch for Splicers to come running in. A combination of the Shotgun and Incinerate! should be all you need to put down the eight or so Thuggish and Leadhead Splicers that attack. If you only have enough Trap Rivets to cover one of the two entrances, put them all on the floor in the hallway opposite the one you entered from since you won't have a clear sight of enemies coming from that direction. Position yourself to the rear of the room, behind the Little Sister.



SAFE

Contents: 2 Auto-Hack Darts, 30 Armor-Piercing Rounds, 8 Trap Rivets.



This safe is behind the counter of the store in the Market. To reach it, go through the door on the west side of the shops and crawl through the hole in the back room laboratory to enter the locked store with the safe. There aren't any security devices or Splicers to attack you while you work on the safe, so take your time and be careful. The contents are pretty valuable. Use the nearby Gene Bank to equip Careful Hacker if available.





Audio Diaries

BLOOD AND LAMB

AUTHOR: Mark Meltzer



This Lamb woman's powers of manipulation are almost scary... her people are using the girls from the surface to gather ADAM from Lamb's followers... it's in the blood—and eventually they give themselves over, like dying is an honor.

I'd almost feel sorry for them... if they didn't have my daughter. I'm going to find Lamb... and take Cindy back, one way or another.

SUNDAY SERVICES

AUTHOR: Jackie Rodkins



Been hearin' rumors. Sounds like somebody name o' Wales is startin' up worship services down in Siren Alley, believe it or not. All faiths and creeds welcome, they says. They got big promises... salvation, immortality. A way outta here. I don't care how crazy it sounds—a way outta Rapture's music to my ears. Next

Sunday morning... I'll be there.

PAUPER'S DROP

AUTHOR: Andrew Ryan



Do you remember what you told me, Bill? A marketplace of ideas... that was you. If I submit to the debates with Lamb, we defang her. I have done so. And have you been to Pauper's Drop, Bill? Listen: (the sound of Grace singing in a nightclub)

Between each song, these Oblomovs hand out her manifesto. Her face adorns every wall. Saint Lamb. You made her, McDonagh... and now you will convince the council to sponsor her silence.

MOLE

AUTHOR: Stanley Poole



I wish I could publish this stuff. It's newsman paydirt.

Sinclair says Ryan's making a move against Sofia Lamb, and they want to cut me in on the action. They're building a case that Lamb's a closet pinko. Sort of an undercover

thing—so, I cozy up to this guy Wales who works for Lamb, makin' like I want to join up.

Then I find out whether he grew his beard for Jesus... or Karl Marx.

Move up the stairs on the south side of the Market to explore the upper area of this section of Pauper's Drop (and perform the next Gather). Use Telekinesis to grab the Auto-Hack Dart on the ledge to the right, and locate the Audio Diary on the chair. Round the corner and continue down the hall to the south to find the **Fire Storm** tonic. Continue south across the bridge to the apartment above the pharmacy and locate the Audio Diary there before dropping through the hole to return to the lower level, right near a Sister Vent. Head to the Sister Vent and make your decision.

RULES OF ENGAGEMENT: BIG SISTERS

Though it might seem as if the Big Sisters appear at pre-scripted points in the story, they don't. The appearance of Big Sisters is governed by a set of rules that consider the amount of time you've spent playing since you last dealt with a Little Sister as well as the number of Little Sisters you've dealt with since your last Big Sister encounter.

Generally speaking, a Big Sister typically attacks after every three Little Sisters are dealt with (it doesn't matter if you harvest or rescue them). If the player hasn't come across a Little Sister in over 2.5 hours, a Big Sister appears after two Little Sisters have been dealt with. If the player hasn't encountered a Little Sister in over 3.5 hours, a Big Sister attacks after the very next Little Sister is dealt with. There is only one Big Sister encounter per area.

Big Sister encounters are listed throughout this walkthrough based on the time and place where players generally encounter them. If you follow along with the strategy outlined in these pages and deal with every Little Sister you discover, your experience should parallel the one described in this guide.



Big Sister is Coming

Dealing with the Little Sisters in Pauper's Drop probably lures a Big Sister out of hiding moments after you leave a Sister Vent. This is why it's best to return to the ground level of the Market area. And, if you're not there when you hear the tell-tale screech of an approaching Big Sister, you would be wise to get there as fast as you can. You've already hacked a Security Camera and Rocket Turret in this area; now it's time to put them to use!

Set up an array of Trap Rivets throughout the area near the stores and by the steps leading into the water, and position yourself between the Security Camera and Rocket Turret. Equip Incinerate! and the Machine Gun with Armor-Piercing Rounds and make sure your health and EVE levels are topped off. The Big Sister either stands back and uses Telekinesis or Incinerate! to attack from afar, or she dashes forward in attempt to impale you with her giant needle. Swing your weapon to knock her back and do what you can to lure her into view of the Rocket Turret in the corner store, which thoroughly distracts her and renders her an easy mark. The Security Camera soon summons a pair of Security Bots to further distract her, and the Rocket Turret continues bombarding her with explosives, at least until she destroys it. Open fire on her with the Machine Gun and Incinerate!, but switch to Electro Bolt if she happens to stray into the water near the Sister Vent.



Audio Diaries

CLOSING THE LIMBO ROOM

AUTHOR: Grace Holloway



That's it—we have to close down the Limbo. Bomb goes off in that fancy place uptown, and everybody panics... pulls their money out of the banks... a whole city tuggin' at the same dollar bill.

So the banks fold, and maybe one in ten got their savings out... who's going to come hear me nightingalin' about how broke they are? How am I going to provide for little Eleanor?



DRILL DASH LEARNED!

Researching the Brute Splicer not only brings you one step closer to earning another tonic, but it also allows you to learn the Drill Dash attack. Equip the Drill, hold the Fire Weapon button to spin the Drill, then press the Melee Attack button to dash across the area and blast through whatever is in your way with the Drill. This is an extremely effective attack—and one that is capable of blowing up huge piles of rubble!



FREE FIRST AID KITS

Be sure to resupply your stock of First Aid Kits between the battle with the Big Sister and your photo-hunt of the Brute Splicer. There's a Health Station in the pharmacy and in the apartment upstairs—hack them with a blue zone bonus for a free First Aid Kit, then smash them both to gain two more.

Continue through the maintenance tunnel opposite the entrance to the pharmacy. Then, move north past the Rosie corpse near the crates and around the corner. You will find a Brute Splicer near the entrance to the Limbo Room. Round the corner slowly and hack the Security Camera on the wall to the right. Switch to the Research Camera and Incinerate! and start filming the Brute Splicer in the distance. He'll turn and attack as soon as he hears the camera's motor—hit him with Incinerate! and back away to lure him towards the oil slick by the Security Camera. Continue to pelt him with fireballs and ignite the oil slick to engulf him in flame. The Security Bots that appear should be all it takes to finish him off.

CLEAR THE RUBBLE AT THE SINCLAIR DELUXE

Now that you have learned the Drill Dash by researching Brute Splicers, you can bust your way into the Sinclair Deluxe Hotel. Head back to the Hotel and use

the Drill Dash to destroy the rubble blocking your way. Remember, you must have some Drill Fuel to execute a Drill Dash.



GO TO GRACE'S APARTMENT



Sofia Lamb has suspended all train travel in Rapture, trapping you in Pauper's Drop. Grace Holloway, one of her followers, has the Override Key that should get you back on

track to rescue your Little Sister, Eleanor Lamb. Grace lives on the third floor of the Sinclair Deluxe Hotel. Go there to get the Override.

LIMBO ROOM

Descend the steps leading into the Limbo Room jazz club and collect the **Hypnotize** Plasmid left for you by Eleanor. Equip the new Plasmid (you should swap out Telekinesis if you don't have enough slots) and enter the lounge. Start the Research Camera and fling a ball of Hypnotize at the couple dancing on the stage to force them to fight. Finish off the survivor with the Shotgun and head around back to locate the Power to the People machine. Exit the lounge the way you came.



Go back through the Market to the glass tunnels leading off to the Sinclair Deluxe tenements and make a side-trip back to the Gatherer's Garden machine near Fishbowl Diner to spend some of that newly acquired ADAM you're carrying. You'll have to deal with a Brute Splicer or two back in Town Square and near the diner, so have your Research Camera on hand and be ready. The Brute Splicer near Town Square has a Security Bot accompanying it on its rounds—don't overlook it!

Use the fuel dispenser in the hallway near the hotel manager's office to fill up your Drill. Stand back, rev the Drill, and tap the Melee Attack button to perform the Drill Dash and smash through the pile of rubble. Take out



the Splicers that attack inside the lobby and hit up the El Ammo Bandito on the left—you're about to make the climb up to Grace's apartment on the upper floor, and you're going to need all the ammo you can get.

Audio Diaries

A GIFT FROM LAMB

AUTHOR: Grace Holloway



I know it's wrong to feel so fine right now, but I can't seem to quit this grin. Doctor Lamb came to tell me that Ryan's finally going to lock her up. It's going to gut the believers. And I should feel the same.

But, Sofia remembered that I... that I was barren. And she asked me to take care of her baby while she's gone—baby Eleanor Lamb! Gorgeous, clever little girl. I have a child now, and it's going to put the whole world aright.

PROFIT COMING, PROFIT GOING

AUTHOR: Augustus Sinclair



Now, I'm a modest man. But my piecemeal needle scam's an outright masterpiece: some slob shackled up here buys a box of syringe parts from me for twice what it's worth. He assembles 'em in his rathole, and I buy back the finished product... for a dime against the dollar that I'll get from Ryan.

Profit comin', profit goin'. Ol' Andy rambles on about the Great Chain... I got people shellin' out to pull it for me!

SAFE

Contents: 30 Anti-Personnel Rounds, First Aid Kit, 35 Dollars.

The safe is in the back room of the hotel office, on the left-hand side as you approach the tenement. The needle moves fast, but it can bounce up to four times before resulting in a failed hack. Don't rush it. Allow the needle to make a full sweep through the zones before stopping it. You can hack this safe in peace and quiet—no Splicers or Security Cameras are nearby to bother you.





Audio Diaries

THE BUTTERFLY

AUTHOR: Gideon Wyborn



The blue morpho bounces off the glass as I watch. I fold these paper effigies as secret badges, for the faithful. The morpho caterpillar doesn't spin a cocoon... it just grows armor on the inside... before the change. It is us.

To wear a butterfly is to support Doctor Lamb and the Family. Before long, Rapture will split wide... and take wing. Imago is coming.

WHAT A SNAP

AUTHOR: Elliot Nelson



...And that's a hundred! What a snap! Give Sinclair a few bucks for a load of vials and needles, then it's evenings putting these syringes together while I listen to the radio... sell 'em back to Sinclair at twice the price! Whatta racket! A few pin-pricks here and there's nothin' to complain about. Gonna be

back on top soon. Thank you, Mr. Sinclair... sucker...

SINCLAIR DELUXE
TENEMENTS

Move up the stairs to the second floor and search the balcony and Apartment 106 on the south side before continuing east. The lights are out in the tenements, but you have a flashlight to help illuminate the way. Proceed down the hall to Apartment 118 and make your way through the winding maze of rooms. Continue past the hole in the wall where you can see the Power to the People machine, and move around the corner to the Splicer hanging from a rope. Go through the hole in the wall on the right (near the window looking out into the ocean) and turn south. Hack the Turret around the corner and enter the room on the right to access the Power to the People machine.



SPLICERS PLAYING DEAD

Beware that starting in the Sinclair Deluxe tenements, you'll begin seeing Splicers pretending to be dead, only to jump up and attack when you get close. The very first enemy to do this is the female Splicer leaning against the bench in the hallway on the second floor. Have your guns on hand and approach any "already dead" Splicer with suspicion, as it might just be lying in wait for an ambush!

SAFE

Contents: 40 Anti-Personnel, First Aid Kit, 40 Dollars.

Continue down the hall on the second floor to Apartment 115—you'll hear voices coming from the left. Draw your Shotgun and head inside and blast the two Splicers near the safe. No other Splicers attack while you hack this safe, and there aren't any Security Cameras or Turrets to worry about, either. It's a five-stage hack.



Collect the **Freezing Drill** tonic from the corpse near the Security Camera and Sister Vent, and put down the Leadhead Splicers that attack. Don't head up the ramp opposite the Security Camera just yet. First, ascend the stairs near the Gene Bank to what's left of the floor above the makeshift altar below, and locate the Audio Diary and Auto-Hack Dart. Carefully jump on an angle from one ledge to the next to gather the items.

Ascend the collapsed floor to the third floor hallway and make your way down the hall past the Circus of Value machine. Apartment 215 on the right has several loose containers of food and scattered ammo to pick up, but its most interesting item is a birdcage with a dead cat inside it. At least kitty went out with a full stomach...

SAFE

Contents: Trap Rivet, 2 EVE Hypos, 8 00 Buck.



The room across from the Circus of Values machine has a safe in it, but it also has a Turret positioned out of sight on the right-hand side of the room. Draw the Hack Tool. crouch

behind the furniture near the door, and strafe quickly to the left, fire the Hack Tool, then strafe back. The safe has five stages and, like the previous safe, the blue zone is in the final stage. Let the needle go all the way across once before aiming to stop it in the blue.



Use Telekinesis to pick up one of the flammable containers and approach Apartment 212, where a Brute Splicer is likely to be lying in wait. Search the apartment in this corner of the building and climb the spiraling wreckage to the uppermost floor of the building.

Hack the Security Camera near the balcony in the center of the atrium and travel down the hallway to the east to Grace's apartment, number 307. You're getting close now; don't let Grace's threats steer you away from your objective.

Take the **Keen Observer** tonic from inside what was once Eleanor's bedroom, and locate the Audio Diaries under her bed along with the one on Grace's in the next room. The latter mentions the poster of Doctor Lamb—inspect the poster on the wall to locate a hidden switch.



Audio Diaries

BARBARISM

AUTHOR: Eleanor Lamb



I got in a fight with a dog eater today. His name is Amir, and he was picking on a smaller boy... we called a truce when his nose went red. But Mum says I'm becoming a barbarian. So I said, "Eleanor eat dog now too... Barbarian happy!"

And Mum said they only think they're happy, because they're selfish and ignorant.

Hmmph! "Eleanor think ignorant sound like fun!"

FAILING LAMB

AUTHOR: Grace Holloway



Empty house. Only an echo to my name. Eleanor, baby... where are you? I turned my back, and someone took you—it happened so quick. I'm not even a half-momma to you, girl. I couldn't protect you...

This poster of Doctor Lamb in my room is staring me down like it knows I'm ashamed... I've always been loyal to your real mother, Eleanor... always trusted her with my secrets.

But I lost you—what will the Doctor think of me now?

WHERE HAS HARRY GONE?

AUTHOR: Gloria Parson



Another day waiting for Harry to come home. I told him not to speak up against Mr. Ryan's policies, and now he's missing! Just never came home!

I went by the bookstore and all his books are gone too. I don't know what to do. Now I have to deal with that awful Sinclair just to have a roof over my head!

GET THE OVERRIDE KEY FROM GRACE

Grace Holloway, a follower of Sofi a Lamb, has the Override Key for the Pauper's Drop train station. She is holed up in a hidden room at the back of her apartment in the Sinclair Deluxe Hotel. Go there and get the Override Key that unlocks the train.



GRACE'S APARTMENT

Press the button behind the poster in Grace's bedroom to reveal a secret room behind her apartment. Duck under the pipes and approach the window. Grace lays it all out for you, tells you how things went down, then invites you in to "finish the job." Pick up the Override Key from the desk, but don't raise your fist to Grace. At least not without first reading the "Choice Characters" box on this page... Then, do what you must.

CHOICE CHARACTERS

Grace is one of three "Choice Characters" that you'll encounter during your attempt to reunite your Big Daddy with Eleanor Lamb. The choices you make regarding the fate of these characters—whether you kill or spare them—ultimately affects the ending of the game. Without spoiling the outcome of the story, it's a good strategy to consider your actions against unarmed humans through the eyes of a child. How would you feel if you knew your father slaughtered the defenseless? Would it affect your behavior? Would you think less of him? A complete breakdown of the various story endings can be found in the "Inner Persephone" chapter. Read at your own risk.



CONFRONTED GRACE

Make your way to the top floor of Sinclair Deluxe tenements and enter Apartment 307. Tear down the poster of Sofia Lamb and press the hidden button inside the wall to reveal the secret room where Grace is hiding. Approach the window to have Grace open the door, then go inside and get the Override Key.

USE THE OVERRIDE KEY TO END THE LOCKDOWN



You have Grace's Override Key, so you may now lift Sofia Lamb's security curfew and get the trains running again. Sinclair is waiting back at the station. Return to the train station

and use the Override Key at the console in the Security Booth.

GRACE'S WHISPERS

Those who opt to allow Grace to live soon benefit from their decision. In addition to offering up what amounts to an apology, she'll send two Elite Security Bots to help you get out of Pauper's Drop alive. These Elite Security Bots deal greater damage than standard Security Bots, and they're also a lot harder to destroy.

Now that you have the Override Key, you've got to get back to the train station and get the hell out of Pauper's Drop before the whole of the Family comes calling. Exit Grace's apartment and head down the hall to the apartment on the right. Go inside and drop through the collapsed floor to the third floor. Drop again through the hole up ahead to return to the second floor, near the balcony in the atrium.

THE FAMILY'S PREPARATIONS

If you thought things got a little too quiet while you were making your way up to Grace's apartment, you were right. The Family has been busy setting up an intricate array of defenses to make sure you don't leave Pauper's Drop. It begins with a Turret near the office in the hotel lobby, but you'll find that the Town Square and area surrounding the diner have been reinforced with barricades and a number of additional Splicers.

Descend the stairs to the ground floor and quickly hack the Turret in the distance, near the office. Kill the Splicers near the elevator and load up on ammo at the El Ammo Bandito before venturing out in the glass tunnels. The Splicers have rolled large shields into place, as well as stacks of sandbags and other assorted barricades from which to hide behind and attack.



Audio Diaries

FIELD TRIAL #1

AUTHOR: Leo Hartwig



"Survival of the fittest." That's the rule in the Drop, the only rule. These numbskulls can't see the potential in leftover drops of Sports Boost, Armored Shell, the tonics for increasing muscle mass and density... but I see the king of the jungle.

First field trial of my new formula. Subject: Hartwig, Leo.
Here goes...

Ughh... urghh... rrrrrrrrrrrRRRRRAAGHHH!!

LEO'S LAST WORDS

The Brute Splicer seen roaming about near the diner on the way out of Pauper's Drop is actually one of the scientists who worked on the Plasmid program for Sinclair Solutions. His name is Leo Hartwig and, well, you can see he didn't mind experimenting with his creations. Kill the Brute Splicer and search the corpse for his final Audio Diary.

Put down the enemies in the tunnels and equip the Hack Tool once again. Open the door to the diner area and immediately fire the Hack Tool at the RPG Turret that has been rolled out in front of the door. Step aside to hack it, then take aim on the Splicers off to the left before heading around the diner to the right to confront the Brute Splicer there.

Turn your back on the Fishbowl Diner and return through the hallways to the north where the train—and Sinclair—await. Use the Override Key in the Security Booth on the right to raise the lockdown, then board the train and ride the tracks to Siren Alley.



SIREN ALLEY

A hotbed of vice built on the ruins of Rapture's original masonry district. The great draftsmen, designers, and builders of Rapture once called this place home, expressing their creativity and skill in the construction of the buildings here. As Rapture society declined and the city stopped expanding, demand for new architecture dried up. The once-beautiful buildings, now abandoned, became occupied by brothels, speakeasies, and bootleg Plasmid distilleries.

The Pink Pearl brothel towers over Siren Alley. Pumping Station 5, responsible for regulating the water pressure throughout Rapture, can be found at the heart of the district. Following the death of Andrew Ryan, the Reverend Simon Wales constructed a makeshift cathedral there.

STORY GOALS

1

Find Pumping Station #5.



2

Find Daniel Wales at the Pink Pearl.



3

Defeat Simon's followers.



4

Enter Pumping Station #5.



5

Defeat Simon Wales.



6

Divert the emergency pumps.



7

Get to Dionysus Park!



With the Atlantic Express rolling again, Delta and Sinclair move further along the tracks to Fontaine Futuristics, where Eleanor is believed to be held. That is, until one of Lamb's disciples, a man with a thick Irish brogue and the self-given title of "Father Wales," fires a torpedo at the train. The torpedo hits the conductor's car square, knocking Delta to the ocean floor. Sinclair is stranded within the train car at the perilously flooded Dionysus Park and losing air by the minute. Delta must get to the Pumping Station in nearby Siren Alley and reverse the pumps to drain Dionysus Park before Sinclair suffocates.

NEW DISCOVERIES

Plasmids and Tonics

	Handyman	Repair (and name) friendly Security Bots and Turrets by interacting with them.
	Security Command	Retarget Security Cameras, Security Bots, and Turrets at your whim!
	Hacker's Delight 2	Every time you hack something, you gain a little more health and EVE.
	Vending Expert	Reduces prices in vending machines.
	Cure All	Health Stations also refill your EVE.

Weaponry

	Speargun	Fires highly accurate spears, making it a great sniper weapon. Spears can be recovered from fallen foes. Offers large amount of piercing damage. Rocket Spears contain a timed explosive device that detonates after a short time. Trap Spears create an electric wire that inflicts electric damage when tripped.
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FIRST ENCOUNTERS



Rumbler

The Rumbler is a hyper-violent Big Daddy armed with Heat-Seeking Rockets and deployable Mini-Turrets. The Mini-Turrets fire high-caliber rifle rounds at any nearby threat. Hack the Mini-Turrets or hit the Rumbler with Security Command to turn his mechanical allies against him!



Spider Slicer

Spider Splicers can climb on walls and ceilings and attack with flying hooks that they can throw from across the room. They are masters of surprise and like to drop out of the shadows onto their prey when it's least expected!

FIND PUMPING STATION #5



You have been separated from Sinclair and stranded without your train by a follower of Lamb named Simon Wales. Sinclair is trapped in the next district over, which is

completely flooded. You need to find Pumping Station #5 and use it to divert the flow of water to drain Dionysus Park. Simon Wales seems to control Siren Alley. Be on guard for him or his followers.

LITTLE EDEN PLAZA



You revive in the water between the districts of Dionysus Park and Siren Alley with no choice but to continue south towards the latter. Scan the seafloor for loose munitions and ADAM Slugs. ADAM Slugs are worth 10 ADAM each, and shimmer

as you approach them. There are three in this area: one on the ground, one on the wall as you round the corner to the left, and a third in the pipe near the entrance to Siren Alley. Move on to the airlock and enter Siren Alley, where you'll immediately overhear a couple of Leadhead Splicers dueling with a new form of Big Daddy called a Rumbler.

Audio Diaries



A SILENT GOD

AUTHOR: Father Wales



Lord... what more do ye wish of me? Your wretch of a servant waits for word... I have followed the letter of the Holy Mother Lamb, though she will not tell me of the day of your return.

I watched as ye smote down the false Father, Andrew Ryan—who tempted us away from your radiant gaze. But ye would not speak to me, Lord!

I have built for ye this great temple and gathered your flock, yet still you are silent. Will ye not strike me poor brother blind so he may at last behold your glory, as was done to Paul on the road to Damascus? I am alone, Lord. Alone... and waiting for a sign.

MISBEHAVING

AUTHOR: Eleanor Lamb



Eleanor Lamb: Well, Mr. Diary—Mum's got a new security system to stop me from seeing Amir and the other kids. But security's just made of bits and bobs, like you are—and now we're the best of friends, isn't that right? Anyway, Amir's got a whole book about the surface—it has India and Ireland, and... and everywhere!

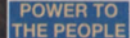
Yes, all right, Mr. Diary—if you must know, I do think Amir's kind of pretty for a dog eater.

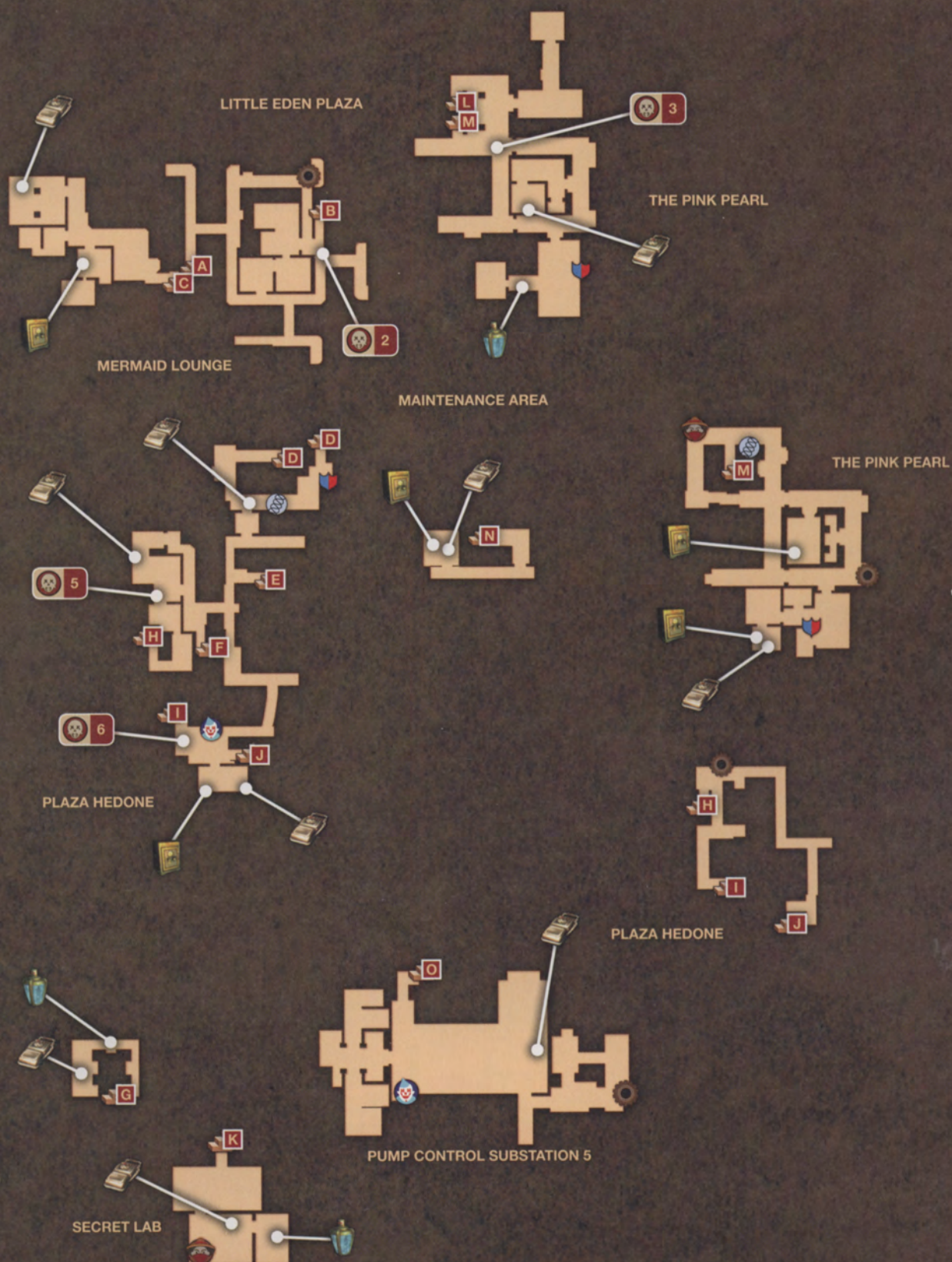
(gasp) Oh no! Retreat!

Sofia Lamb: Eleanor! Come back here at once!

RAPTURE DIRECTORY: YOU ARE HERE



	HEALTH STATION		BOT SHUTDOWN		LITTLE SISTER		ADAM GATHER		GENE BANK		PLASMID		SAFE		WEAPON
	GATHERER'S GARDEN		CIRCUS OF VALUES		SISTER VENT		EL AMMO BANDITO		AUDIO DIARY		TONIC		CONNECTION		



SLUGS FOR SIX KITS

The three ADAM Slugs you pick up on your way into Siren Alley can really come in handy right away, even if you have no other ADAM. Head to the Gatherer's Garden machine in Little Eden Plaza and purchase the Medical Expert tonic to gain the ability to carry a sixth First Aid Kit. This is especially important for those of you playing on Hard mode.

BIG DADDY: RUMBLER

Enter Little Eden Plaza and quickly start the Research Camera rolling on the Leadhead Splicers to your right as they target the Big Daddy on the upper walkway. That Big Daddy is known as a Rumbler, and it fires Heat-Seeking Rockets and deploys Mini-Turrets. Use the time it takes the Rumbler to descend the steps to set up a number of Trap Rivets near the base of the stairs and in front of the Mermaid Lounge. There are more Leadhead Splicers beyond the Circus of Values machine to the east—enlist their assistance by splashing them with Hypnotize.



The Rumbler is a far deadlier opponent than the Rosie and Bouncer you've encountered previously, and it's a bad idea to take it on without a full complement of First Aid Kits. Use Electro Bolt to keep it stunned for as much of the battle as possible, and strafe in and out of cover to avoid its rockets as best as you can. The key to putting the Rumbler down quickly is to turn its Mini-Turrets against

it. The best way to do this is to quickly run up and hack the Mini-Turret as soon as it is deployed—it's a very fast one-stage hack. Another way is to use the Hack Tool, though you may have trouble making an accurate shot while trying to dodge Heat-Seeking Rockets! Continue zapping the Rumbler and open fire on it with either your Machine Gun, loaded with Armor-Piercing Rounds, or a Rivet Gun with Heavy Rivets.



Audio Diaries

THE RUMBLER

AUTHOR: Gil Alexander



The rate of Sister loss has become unacceptable as Big Daddies are brought down like elephants under a pack of hyenas. In response, we've begun production of a newly designed Big Daddy model, nicknamed the "Rumbler."

He launches high explosive munitions to disperse groups of Splicers, followed by miniature automated turrets to mop up the stragglers. Our tests find that the Rumbler's performance is highly effective, if messy. In Rapture's arms race, Splicers aren't the only ones that are evolving.

PLASMID SHIPMENT

AUTHOR: Jamie Byass



Listen, my supplier's got a new shipment of Plasmids comin' in, and I need you to pick 'em up from the lab in Hedone Plaza. There's a hidden switch to open the back door—it's tucked away under the cash register in the shopfront. And don't let nobody see you do it! Otherwise we'll have Splicers crawlin' all over

the damn place tryin' to get a taste.

FARTHER TO FALL

AUTHOR: Augustus Sinclair



I do love Siren Alley. The kinda place you go to scratch an itch you're ashamed of—even in a town with no laws.

But that's not what I favor it. The place started out as the mason's quarter, all builders an' architects, proper as you please. An' it just tickles me when someone in a fancy hat falls in the mud.

Like a lot of the ladies down here, Siren Alley was born with a more respectable name... but only God remembers what it was.



LITTLE SISTER ENCOUNTER

GATHER #1: BEHIND THE POISONED APPLE

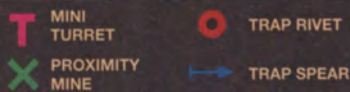
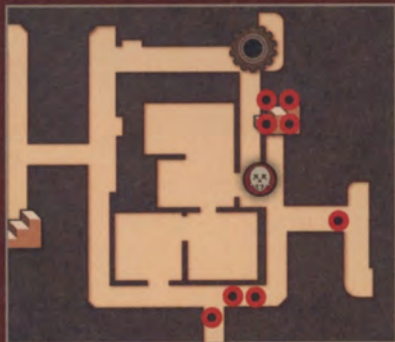


The first Gather is just south of the Poisoned Apple and around the corner from the Mermaid Lounge. Set up a number of Trap Rivets next to the door leading to the Maintenance Area and several more in the street beneath the balcony and near the street corner. Set the Little Sister down and take position beneath the balcony to avoid being shot by those above you. The Leadhead Splicers enter from all directions, but the Trap Rivets you place can at least minimize their numbers. Deploy a Mini-Turret (obtained



from the Rumbler corpse) in the street next to the Gather, and use your Plasmids and Machine Gun with Anti-Personnel Rounds to eliminate the Splicers. Every attacking Splicer is of the Leadhead variety—take photos of the corpses after the battle to squeeze out a few extra Research Points, but don't try to perform a lot of research during the battle, since you may find yourself outmatched.

GATHER #2: ON THE BALCONY OF THE POISONED APPLE



Travel up the stairs alongside the Poisoned Apple to find the second Gather. Search the balcony for items and lay a string of Trap Rivets down on the stairs leading up to the balcony, around the corner to the south, and across the bridge to the east. Take cover near the door leading into the apartment above the Poisoned Apple, and watch as the Splicers come running straight into your array of Trap Rivets. Charge up a Level 2 Plasmid like Incinerate! 2 or Electro Bolt 2 and hurl it down the stairs at any Leadhead Splicers trying to avoid the Trap Rivets. The unique position of the Gather corpse gives you a

distinct advantage—this is one of the easier Gathers to defend and strong candidate for unlocking the Master Protector bonus. After you perform these two Gathers, you will receive the first Little Sister gift.

Head up the stairs on the outside of the Poisoned Apple and search the balconies and second floor apartment for items. Drop through the hole in the floor to enter the otherwise locked Poisoned Apple speakeasy. Use Incinerate! to melt the ice in the kitchen to find some extra goodies, then take the **Handyman** tonic and Audio Diary off the counter in the front. Hack the control panel near the door to exit.



Ignore the urge to move south towards the Maintenance Area and finish your search of the bars and casinos in Little Eden Plaza. Scour the Mermaid Lounge's lower level for items, then head up the stairs to the casino area. Use

the Hack Tool to fire a Remote Hack Dart through the metal accordion gate at the Door Control Panel inside the kitchen, on the right-hand wall. Drop through the hole in the floor to find a Power to the People machine in the room below.

THE EYE IN THE SKY

Move through the doors atop the stairs to the offices and slip past the file cabinets to the back room. Cut the Splicers' winning streak short by pressing the button to the right of the one-way glass—the posters on the wall inside the casino soon slide out of the way and a pair of Turrets guns down the lucky Splicers. Lady Luck must find someplace else to party tonight!

SAFE

Contents: 4 Phosphorous Buck, 30 Anti-Personnel Rounds, 2 First Aid Kits.

The safe is inside the second floor kitchen of the Mermaid Lounge. Fire a Remote Hack Dart over the counter to hack the Door Control Panel. The safe is just inside on the right. It's a five-stage hack, but there aren't any Security Cameras nearby or Splicers to worry about.



SLOTS OF LUCK TO YOU!

The slot machines in the Mermaid Lounge cost 10 dollars per pull of the arm, but you have a chance to win 25 dollars if you line up three apples on the wheels. Less likely, but more tempting, is the chance to win 250 dollars if you line up three dollar signs.



get and eliminate the Leadhead Splicer that attacks when the gate opens. Go back out into the street, note the locked door to the Pink Pearl in the northeast corner, and continue south out of this area.

Use the Power to the People machine in the Mermaid Lounge and approach the exit to trigger a Splicer attack. Next, the gate shuts and fire spreads across the floor. Back into the corner as far from the fuel drums as you can

SISTER CAN WAIT

You're likely to encounter another Big Daddy and Little Sister pair while you complete your search of the Little Eden Plaza. Don't engage this Little Sister just yet if you have any intention of performing any Gathers with her. Her first Gather is in the Pink Pearl, which you can't access yet. It may serve you better to move on to the next area to the south first.

MAINTENANCE AREA

Collect the **Security Command** Plasmid from the wagon left by Eleanor and enter the Maintenance Area. Inch forward towards the water and try out your new Plasmid on the Splicer to the left. Film the Security Bots that appear, then hack the Security Camera on the wall to the left. Take out the other Splicers on this lower level, then climb the steps slowly with the Hack Tool in hand to hack the Turret at the top of the stairs. Listen to the Audio Diary near the door to Plaza Hedone to get your next clue.



FIND DANIEL WALES AT THE PINK PEARL

You need to get to Pumping Station #5, which can be accessed from Plaza Hedone, to drain Dionysus Park. However, the door to Plaza Hedone is locked with a keycode. Look around the Maintenance Area for clues on the keycode's possible location.



THE PINK PEARL

Exit the Maintenance Area and approach the Pink Pearl in the northeast corner of Little Eden Plaza. A Brute Splicer can be seen yanking the metal accordion gate open—now you have a way in. Start filming the Brute Splicer, then open fire on him. Use the Drill Dash and Anti-Personnel Rounds to drop him before going inside.

A CARE PACKAGE FROM GRACE

Grace Holloway sends you an assortment of valuable items to aid you in your search for Daniel Wales. Search the Mail Tube outside the Pink Pearl for a couple Auto-Hack Darts, some Anti-Personnel Rounds, and Phosphorous Buck. Naturally, this generosity only comes your way if you refrained from killing her in Pauper's Drop.



BIG DADDY: RUMBLER



Spend any amount of time in Little Eden Plaza, and you're bound to encounter a second Big Daddy; if not before you head to the Maintenance Area, then definitely on your way back through to the Pink Pearl. There aren't any Security Cameras or Turrets to lead the Big Daddy towards, but you can still gain an advantage. Lay Trap Rivets throughout the area in front of the Big Daddy and use Hypnotize (or Hypnotize 2) on any nearby Splicers, then switch to your newly acquired Security Command.

Deploy a Mini-Turret or two of your own and open fire with Armor-Piercing Rounds while continuing to throw Security Command at the Rumbler. The Mini-Turrets—both yours and his—inflict significant damage and thoroughly distract him, making it possible for you to stand back and take pot shots at him without much threat. Hope is not lost if you don't have any Mini-Turrets or run out of EVE and can't use Security Command. Quickly move to the balcony and lay as many Trap Rivets as you can behind you. The Big Daddy eventually gives chase and runs into your Trap Rivets. Use the walkways and corners to dodge the Heat-Seeking Rockets, and manipulate the angles in this area to your advantage.



LITTLE SISTER ENCOUNTER

GATHER #1: SECOND FLOOR OF THE PINK PEARL



Go up the stairs inside the Pink Pearl and perform a thorough sweep of the place before setting the Little Sister down. Most importantly, be sure to hack the Turret down the hall from the Gather corpse. Set up some Trap Rivets at the top of the stairs leading up from the first floor and at the base of the stairs going up to the third. Set the Little Sister down and stick close to her in the hallway near the Turret to lead any Splicers directly into harm's way. The Gather begins like the others, but then a Brute Splicer attacks just as the Little Sister is finishing up. The Turret attracts it away from the Little Sister—move in behind it and mow it down



with Anti-Personnel Rounds. A Spider Splicer attacks after the Brute Splicer is killed, so keep an eye on the ceiling and be ready with the Shotgun!

GATHER #2: UNDER THE BALCONIES IN PLAZA HEDONE

The Gather corpse is directly across from the El Ammo Bandito machine in Plaza Hedone. Deploy a number of Trap Rivets around the corpse to protect the Little Sister from any Splicers that slip past, then set some more on the stairs leading down from the overhead walkway. Deploy a Mini-Turret in the middle of the street between the Gather corpse and the Sister Vent. Use your Hypnotize 2 Plasmid to befriend the first Leadhead Splicer you encounter away from the Mini-Turret and monitor its status. Befriend another Splicer as soon as that one perishes. Your Trap Rivets and Mini-Turret should eliminate many of the Splicers that attack, but there are sure to be a couple of Spider Splicers and Leadhead Splicers who stay on the balcony and attack you from afar. Charge up Electro Bolt 2, and let the lightning spread!



T MINI TURRET
X PROXIMITY MINE
O TRAP RIVET
→ TRAP SPEAR

DOUBLE STANDARD

AUTHOR: Dusky Donovan



Sure, I've had some Johns in my time and they've all got their kinks, but I think Rupert beats all. Keeps wanting me to splice up "in the act"... says it'll heighten it for both of us. I said honey, I ain't doing it for the heights, I'm doing it for the scratch. Besides, Daniel would have a fit if I started needling. He does it himself, of course. But what's good for the gander gets the goose thrown off the Drop!

Enter the Pink Pearl and pick up the **Speargun** from where it rests against the wall. Enter the downstairs lobby of the Pink Pearl and use the Speargun to snipe the Splicers on the second floor balcony. Hack the Health Station around the corner and head up the stairs to the second floor.

There are several Splicers on the second floor, but one of the attackers you'll encounter is actually Father Wales' estranged brother, Daniel. Daniel runs the Pink Pearl brothel, and flees to the third floor at the first sight of you. Let him go. Take your time scouring the second floor before heading up the stairs to the next floor.



Have the Research Camera ready and use it against the three Spider Splicers you encounter on the third floor. You will probably startle one of them while he's on the floor, but the other two typically leap from

vents in the ceiling. Use the El Ammo Bandito in the northwest corner to load up on ammo, then head around the back hallway and hit the Splicer with Security Command. Hack the Security Bots that appear, then hack the Security Camera too, just for safe measure.



Audio Diaries

LAMB'S SALVATION

AUTHOR: Father Wales



Daniel... you and I drafted Rapture's blueprint together... "Wales and Wales, Architects." Do you remember? But Andrew Ryan led us astray, my brother... turned us from the Almighty.

Doctor Lamb offers you salvation, Daniel. I ask only for proof that the barest flicker of faith remains in you. I left a gift for you at the Pink Pearl, in your... offices. Find the code on it, brother, and we shall pray together for your sorry soul.

"FATHER SIMON WELLS"

AUTHOR: Daniel Wales



Blasted Simon. So Rapture leaks... cryin' about it's only gonna add to the surplus o' moisture, isn't it?

Nothin's to say it's our design, but Simon goes to see Doctor Lamb anyway—beset by guilt 'cause we can't find another contract... And he comes out the other side sayin' he's always wanted to take the orders—he's "Father Simon Wales" now!

If I ever see that Sofia Lamb in the street I'm gonna give her the back o' me f@#\$in' hand and a knock on the head besides!

SAFE

Contents: 12 Heavy Rivets, 4 Phosphorous Buck, 75 Dollars.



Ascend to the third floor of the Pink Pearl and move around to the east side where the Peep Show booths are. Place 10 dollars into one of the coin slots to open the metal shutter over the window. Use

Electro Bolt to zap the short-circuiting door control inside the bedroom, then travel around to the hallway and enter the room to access the safe on the wall.

Enter the apartment on the south side of the third floor, defeat the Spider Splicer near the bed, and gather up the First Aid Kits and EVE Hypos. This is Daniel Wales' private quarters, and he has an office next to his bedroom. Use Telekinesis to move the Trap Spears out of the way, then collect the Audio Diary and raid the safe. Drop through the hole in the floor near the bed to continue your pursuit of him back on the second floor.



Audio Diaries

WALES AN' WALES

AUTHOR: Daniel Wales



(Sigh...) F@#\$ it. I'm proper drunk and feelin' introspective. Now, in the motherland, Simon and I designed cathedrals together. But I was the black ol' sheep back there, never believin' a word o' the Jesus bollocks meself.

Then Andrew Ryan says he wants Wales an' Wales for Rapture—a cathedral with no God, befitting the ascent of man.

Now I'm runnin' girls... and Simon thinks he's saving souls. Father Wales—ha! Can ya believe I shared a womb with such a sap?!

THE DATE IS THE CODE

AUTHOR: Daniel Wales



Tonight, I had a pain in me head, and this time it wasn't the whining of the whores. So naturally I came up to me office to murder it with a drink. And there on me liquor rack... was a bottle of sacramental wine from me dear brother Simon. And of course, the vintage date on the label is the code to enter his territory.

Nineteen-nineteen. I should pass his bleedin' wine through me system and send it back warm.

SAFE

Contents: 100 Dollars, 2 EVE Hypos, 12 Trap Rivets.

This safe is an easy one to locate in Daniel Wales' personal office off his bedroom. Just avoid the hole in the floor in his bedroom and enter the office to find it. There isn't any security and Splicers do not arrive and attack when you're done hacking into it. But beware, the needle can only oscillate three times before resulting in a failed hack.



Pick up the **Hacker's Delight 2** tonic in the hall and grab the fuel drum in the corner with your Telekinesis. It's time to take down Daniel Wales.

Have the Hack Tool ready and round the corner in the darkened room (towards the hallway leading east), and quickly hack the two Turrets at the far end—just in time for them to take out the Spider Splicer nearby.

DANIEL WALES: NOT YOUR NORMAL LEADHEAD!

Daniel Wales is roughly 800% stronger than a typical Leadhead Splicer. Though his weapon is the Tommy Gun, much like the other Splicers he approximates, he possesses far greater health and can throw Molotovs. It takes a lot more to bring him down.



Exit the room with the Turrets and round the corner to the left to find Daniel Wales near the place where the Gather corpse was. Fling the fuel drum up at him and ready your Hypnotize Plasmid, as a few other Splicers soon appear. Enlist their

help and unload on Daniel with your Machine Gun or Speargun. You should have at least one Security Bot left from the third floor, which should help you considerably. Watch your health, continue firing, and try to lure him in front of the Turret you relied on earlier to distract the Brute Splicer. Search Daniel's corpse and retrieve the Audio Diary on his person. This recording contains the code to the door in the Maintenance Area. Return to the locked door and enter the keycode "1919."

DEFEAT SIMON'S FOLLOWERS



You have interrupted Father Simon Wales in the middle of a passionate sermon. He has rallied his followers to rise up and oppose you. You need to defeat them to

gain access to Pumping Station #5 and drain Dionysus Park.

BACK TO THE MAINTENANCE AREA

Return to the Maintenance Area and head upstairs to the door requiring the keycode. Gather up the Mini-Turret and ammo on the ground, then enter the code "1919" to unlock the door. Wales then short-circuits the system, and the lights go out. A number of Spider Splicers are on their way through the ductwork to attack—make preparations at once!



SINCLAIR SENDS HELP

Search the mail tube near the door for some additional Mini-Turrets and First Aid Kits from Sinclair. This extra bit of assistance should tilt the battle in your favor.

Place a Mini-Turret at the top of each staircase and a third near the door with the keycode. Set Trap Rivets behind the Mini-Turrets to defend your little armored helpers, then set some more Trap Rivets near the fuel drum and oil slick to the right. Have the Research Camera ready and set the camera rolling whenever a Spider Splicer appears in order to gain the second (and arguably most valuable) Research Reward as quickly as possible—the ability to harvest Spider Splicer organs to use as First Aid Kits!

Winter Blast really comes in handy during this battle against Wales' followers. Stand between your Mini-Turrets and freeze any Spider Splicer that drops near you, then step aside and let the Mini-Turrets do their work. Use Hypnotize against the final Spider Splicer and head down the stairs to deal with the Brute Splicer rampaging about.

Lure the Brute towards the Security Camera you hacked on your initial visit to gain some extra help, and shock the pool of water near the Health Station to finish him off.



ENTER PUMPING STATION #5

You are closing in on Simon Wales—and Pumping Station #5. Enter Pumping Station #5 through Plaza Hedone and use it to drain Dionysus Park, allowing you to continue toward Eleanor.



PLAZA HEDONE

The Pump Control Substation is off to the east of Plaza Hedone, but there are a number of places to explore and items to acquire before going there. For starters, search the apartments on the west side of the second floor, near the crossing walkways. Locate the Audio Diary there, then climb the stairs in the very back of the southwest room to reach the third floor. Travel south across the walkways to the Smuggler's Hideout room to find another Audio Diary and safe.



Audio Diaries

BURY HER MEMORY

AUTHOR: Andrew Ryan



Sinclair, I don't care how you accomplish Lamb's removal from the public eye. Indeed, I'd rather cease contact with you altogether. But allow me to make this plain. I don't want to see Lamb on the streets again, peddling her Bolshevik fever dreams to my people. Bury her memory, Sinclair. Bury it, and salt the earth.

LAMB'S OPERATION

AUTHOR: Mark Meltzer



Lamb's followers are blinded by her promises, but it's clear that this "religion" she's cooked up is an elaborate front for some insane science experiment.

She's twisting these girls into worker bees... bringing this substance back to Lamb's science facility, "Fontaine Futuristics."

I've got to find it... I've heard the Splicers mumbling that Alexander is the ferryman...

THE PAIR BOND MECHANISM

AUTHOR: Gil Alexander



The Pair Bond is a success! If somehow an Alpha Series wanders too far from his Little Sister, our physical failsafe kicks in: a chemical trigger that induces coma.

It is a symbiotic relationship, enforced by the girl's pheromone signature. The first successful candidate was... Delta, I believe.

It is unfortunate that poor Dr. Suchong will not be here to raise a glass.

ROCKET SPEAR CACHE

Climb the stairs in the back of the second floor apartment on the east side of Plaza Hedone to reach the third floor balconies. Cross the walkway to the center of the plaza and locate the stash of numerous Rocket Spears. These are extremely valuable ammunition that definitely come in handy during later encounters—don't waste them on the enemies in Siren Alley.

SAFE

Contents: 120 Dollars, 3 Auto-Hack Darts, 4 Phosphorous Buck.



Use the stairs in the southwest apartment on the second floor to reach the third floor balconies, then continue south across the bridges to the Smuggler's Hideout in the room beyond the Turret.

There aren't any Security Cameras watching over this safe, but beware that there aren't any Bot Shutdown Panels nearby if you fail the hack. The safe has some very valuable contents—play it careful and don't go for the blue zone bonus unless you have a real knack for hacking.

MULTIPLE GATHERS TO CHOOSE FROM

The third Little Sister you deal with—the one in Plaza Hedone—has a number of Gather corpses to choose from. It's recommended to gather ADAM from the corpse in the second floor apartment and on the third floor rooftops area, near the Turret.

Audio Diaries

THE REQUIREMENTS OF UTOPIA

AUTHOR: Sofia Lamb



Rapture... the keenest minds in the world, united under the ocean... yet somehow expected to subscribed to the same model of self-interest? Ryan could be staggeringly naive.

As individuals, no matter how brilliant—each was a prisoner to his or her own ego; a sea of dreams in constant flux.

But in ADAM, their genes remain, ready to be tested against a moral vessel. Utopia cannot precede the Utopian. It will exist the moment we are fit to occupy it.

AN EMPTY NICHE

AUTHOR: Frank Fontaine



This Lamb twist went after Ryan all cockeyed. Solidarity angle was smart at first. Poorhouses and breadlines? High-grade bunko. And that religious rights debate—hahahaha! Gotta wonder if she staged it just to watch Ryan squirm up there in his monkey suit.

Lamb's only problem is she really buys into the whole song an' dance! Savin' the world—hah! Rapture just ain't her town.

Ryan's got her on ice somewhere now... and I figure that opens up the charity angle for the professionals.

GUIDANCE OF LAMB

AUTHOR: Father Wales



Andrew Ryan left us wandering confused and alone amongst yesterday's wreckage. But Sofia Lamb shows us that we are not alone, we are together, as family. So when you see a man brought to his knees, recognize that he is your brother, and pull him up. Sofia Lamb teaches us: What is in common is good. What

is irreducible is right.

She guides us all to the indivisible, along a river of ADAM. Rapture's daughter, Eleanor, shall be our vessel. In her, we shall be reborn!

BIG DADDY: RUMBLER

The Big Daddy roaming around Plaza Hedone eventually makes his way to a Sister Vent and retrieves a Little Sister if he hasn't already. Ignore the brute for now and head to the third floor balcony, then carefully pick up the fuel drums and drop them onto the street below (press the Reload button to drop them gently). Descend to the street and adhere a Trap Rivet or two to the fuel drums, positioning them so they are blocking the walkway between the stairs and the vending machines. Make sure you have already hacked the Security Camera in the corner near the orphanage as well.

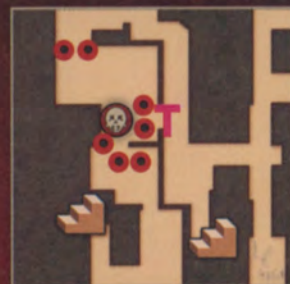
Wait for the Rumbler to approach the area where you set your traps, then deploy a Mini-Turret, splash him with Security Command, and open fire with the Speargun set to Rocket Spears. Backpedal away from the Rumbler to draw him into your explosive traps and continue painting him blue with Security Command so that the Mini-Turrets he deploys target him instead of you. Lead him around the corner towards the Security Camera and watch as the Security Bots come whirly-birding out of hiding to help you finish him off.



LITTLE SISTER ENCOUNTER

GATHER #1: SECOND FLOOR ROOM IN PLAZA HEDONE

Enter the room on the east side of the second floor to find a Gather corpse lying in front of the door. There are a couple of ways in and out of this room, so cover the entrance from the north room with Trap Rivets and place a Mini-Turret outside the door directly in front of the corpse. Place some more Trap Rivets near the stairs in the back of the adjacent room to eliminate any Splicers heading down the stairs from the third floor. Most of the Splicers that attack are Spider Splicers that arrive through the door nearest the corpse. Use Winter Blast to freeze them as they enter, and use the Research Camera to load up on Research Points of this maniacal variety of Splicer before you blast them with the Shotgun.



GATHER #2: OUTSIDE THE SMUGGLER'S HIDEOUT



It's best to perform the second Gather from the corpse near the Turret outside the door to the Smuggler's Hideout (on the third floor of the Plaza Hedone area). Set up Trap Rivets near the stairs to the left and right, and set the Little Sister down on the corpse near the Turret. Keep to the corner of the area to make sure the Turret has a clean line-of-sight on the approaching Splicers. Charge up Hypnotize 2 and befriend the Leadhead Splicers on the stairs before the Turret rips them to pieces. The Leadhead Splicers you befriend won't last long against the others, so be ready with

Winter Blast to freeze any that get too close. There's a good chance you won't have to contend with Spider Splicers during this Gather, but enough Leadhead Splicers will arrive to give you a challenge.



T MINI TURRET
X PROXIMITY MINE
O TRAP RIVET
→ TRAP SPEAR

SECRET WATERY CORRIDOR

There is a narrow corridor near the base of the stairs in Plaza Hedone that spirals downward into a watery passage that contains the *Vending Expert* tonic, an Audio Diary, and plenty of money.



Big Sister Is Coming

Choosing to deal with all three Little Sisters in Siren Alley certainly brings a Big Sister out of hiding. Fortunately, there are many Sister Vents in the area and you can effectively control where she attacks. Wait to harvest or rescue the third Little Sister until you are at the ground floor of Plaza Hedone and the Security Camera on the east side of the area has been hacked. Return the Little Sister to the nearby vent to make your decision, then hurry back to the area near the Security Camera. Set up a few Trap Rivets on the floor outside the door to the orphanage and deploy a Mini-Turret on the ground in front of the Security Camera. Grab a nearby gas cylinder with Telekinesis and wait for her to appear, then throw it at her (just make sure the explosion doesn't destroy the Security Camera).

Have the Research Camera ready for the Big Sister when she appears and start filming at once. The Security Camera summons a pair of Security Bots, and the Mini-Turret opens fire on her. Stand back and begin hurling fireballs with Incinerate! and, for added Research Points, use Hypnotize 2 to befriend any Splicers who happen by. Mix up your attacks for added points and hit her with Phosphorous Buck and your Drill Dash attack, especially if she's distracted. If you'd prefer to keep away from her, consider climbing up to the balcony above and using the Speargun and Rocket Spears to snipe her.



JOE'S SECRET PLASMID LAB

Enter the grocery store near Plaza Hedone and locate the button beneath the cash register to access the secret lab. Search both levels of the surprisingly large secret lab to find a couple of Audio Diaries, a safe, and the *Cure All* tonic.



SAFE

Contents: 6 Heavy Rivets, 2 Spear Ammo, First Aid Kit.

Ascend the stairs in Pump Station Access to the second floor walkway and use the Hack Tool to fire an Auto-Hack Dart through the accordion gate at the Door Control on the right. This opens the gate from the inside and avails you to the safe and Audio Diary in this locked room. This is a tricky safe to hack, and the contents aren't entirely worth your bother. Just remember that there is a Bot Shutdown Panel downstairs—run past any Security Bots that approach and disable the alarm if it's triggered.



Continue east towards the Pump Control Substation 5 and take a moment to use the Power to the People machine in Lamb's Office on the left. You should have a Security Bot or two accompanying you—if not, return to a nearby vending machine and purposely fail a hack attempt to get some.

SAFE

Contents: 95 Dollars, 3 EVE Hypos, 4 Phosphorous Buck.



This is arguably the most well-hidden safe in all of Rapture. Enter Joe's Green Groceries and find the "conspicuous switch" behind the counter beneath the register, and press it. Move through the secret lab behind the storefront, then

continue around the right-hand side to remain upstairs. Enter the office to the south and press a second switch on the side of the desk. This makes the poster slide away from the wall, revealing the safe. Nobody comes to bother you during the hack, provided you already hacked the Security Camera and Turret in the previous room.



THERAPY WITH GRACE 2

AUTHOR: Sofia Lamb



Grace: All right, Doctor... I'm here. But don't think wearing this butterfly means I'm happy.

Sofia Lamb: Grace. I know you all too well. Want of child defines you. But biological loyalty turns us against the rest of the world, whom we ought to love in equal measure.

Your poverty is testament to that... but your voice inspires the people. I am asking you to join a much larger family. Though your body failed you... you shall live on in us.

MY NAME IS ELEANOR

AUTHOR: Eleanor Lamb



I'm all alone here, Mr. Diary. You're my whispering friend. A doctor keeps coming to see me. He says Rapture needs me, and tomorrow I'll be leaving with him. I ask why... and he just smiles. I'm not an orphan. Mum's alive somewhere. And Aunt Gracie is still probably looking for me.

But I can't wait for them. I'm going to escape and find Amir, and we'll steal a submarine. Before it's tomorrow, I'll know what sunshine feels like...

AMBUSH AT THE ORPHANAGE!

Despite its size, the Little Sisters Orphanage is a completely optional area (and there's really only an Audio Diary inside it). If you're not interested in seeking out every Audio Diary in the game, then by all means skip ahead to the section for Pump Station Access, and go through the door to the left of the entrance to the orphanage. Those who do explore the Little Sisters Orphanage are ambushed by a pair of Spider Splicers and a Brute Splicer during the return trip out of the dormitory. Use Hypnotize 2 to turn the Spider Splicer against the Brute Splicer, making sure to film the action.



Audio Diaries

SHACKLED TO THE GREAT CHAIN

AUTHOR: Sofia Lamb



Until ADAM, the human animal was a slave to the gene... the inner tyrant. Lust... greed... rage—self-obsession was etched into our DNA. We were not pulling the "Great Chain of progress," as Ryan believed, but shackled to it.

But now, in theory, we can redraft the human blueprint. Serving the common interest can become as natural as breathing. The tyrant will simply go extinct.

PUMP STATION ACCESS

Make your way out of Plaza Hedone, past the generators, and into the Pump Station Access area. Gather up the loose Rocket Spears impaled on the wall near the door, then move inside where the two Splicers can be seen talking. There is a locked office on the second floor, above the Vita-Chamber. Use the Hack Tool to hack the Door Control through the accordion gate.

DEFEAT SIMON WALES

Father Simon Wales has emerged from hiding to oppose you. You must defeat him and his followers to gain access to Pumping Station #5 and un-flood Dionysus Park.



PUMP STATION NO. 5

Simon "Father" Wales has transformed the Pump Station No. 5 area into a chapel of sorts, and several members of his flock are ready to pounce upon your arrival. Stay upstairs and use the Speargun and Hypnotize 2 to dispatch the Spider Splicers and Leadhead Splicers that attack first.



Equip the Hack Tool, select a Mini-Turret, and choose Electro Bolt for your Plasmid—Simon Wales can attack at any moment, and he has a Security Bot of his own in tow! Quickly deploy the Mini-Turret to distract him, then zap the Security Bot and hack it to bring it to your side. If you already have two Security Bots, either destroy the one belonging to Simon Wales or splash him with Security Command to turn it against him. Simon Wales has roughly 600% of the health of a normal Spider Splicer, but moves and attacks in the same way. Roll film during the fight and take him out with Winter Blast and Anti-Personnel Rounds. Search his corpse for the Pump Control Key, and descend the stairs to the altar.



Audio Diaries

THE CREED OF THE FAITHFUL

AUTHOR: Father Wales



We believe in the Daughter of the Lamb, hallowed savior and anointed vessel, whose blood with our blood, sin with our sin, mind with our minds, life with our life, lifts us up from the depths, transcends base temptation, and delivers us all from ego.

We commend ourselves to the new and unknown, borne by our common strength, and guided by the Lamb.



DEFEATED THE PREACHER

Make your way to Pump Station No. 5 on the eastern side of Plaza Hedone in Siren Alley and take out "Father" Simon Wales. He's taken the form of a Spider Splicer, but has roughly 600% the health of one. He also has a Security Bot under his command that you'll need to turn against him either by hacking it or by hitting Wales with Security Command. Use Rocket Spears and Anti-Personnel Rounds to bring down Simon Wales. A Mini-Turret can help as well.

DIVERT THE EMERGENCY PUMPS

With Simon Wales out of the way, you only need his key to access the Pump Control Room at the back of Pumping Station #5. Once inside, you can divert the flow of water from Dionysus Park to Siren Alley. Be careful! You should take care of everything you want to do here, first.



PUMP CONTROL SUBSTATION 5

OR FOREVER HOLD YOUR PEACE

Your time in Siren Alley all but comes to an end as soon as you throw this switch and start diverting the pumps. If there's any place you haven't yet explored or any items you wish to go search for, you had better do it now. You'll have no choice but to follow a direct route out of Siren Alley after the water is diverted, so consider this your final warning.

Go through the door in the corner behind the altar to access the pump controls. Use the key taken from Simon's corpse to throw the lever and override the pumps. This action diverts the water from the flooded Dionysus Park into Siren Alley.



GET TO DIONYSUS PARK!

With the pumps rerouted, Dionysus Park is rapidly draining and you should be able to enter it. However, Siren Alley is taking on water at a dangerous rate. Hurry back through the flooding district and get to the now open airlock to Dionysus Park.



PUMP STATION ACCESS

The water is rushing in far faster than you could have expected thanks to Lamb, and the whole of Siren Alley is going to be rattled loose—you have to get out of there! Retrace your steps back through the Pump Station Access area to the room with the massive pumps. The previously short-circuited door on the right is now open. Go through this door to Hedone Plaza and climb the stairs to the Maintenance Area. Have the Shotgun or Speargun on hand in case any Splicers try to kiss you goodbye.

Make the journey back through the newly flooded Little Eden Plaza and exit back out onto the seafloor, just as you entered several hours earlier. Proceed north up the sloping ocean floor to the airlock leading into Dionysus Park.



DIONYSUS PARK

Sofia Lamb's arts and leisure district frequented by young lovebirds and avant garde artists. Acting as the boardwalk in contrast to Arcadia's woodlands, and exploited by Lamb for cultural cachet, Dionysus Park featured special, thematically guided events celebrating arts and entertainment.

A number of years ago the entire district flooded, drowning the resident followers of Lamb. Now that Dionysus Park has been drained, Splicers are trickling back in to reclaim the place, looking for any soggy valuables that might remain.

Courting couples were once drawn to Dionysus Park's opulent carousel, to the Triton Movie Theater, and to the district's romantic fountain and garden promenades. A number of high-class art galleries surround the main thoroughfare.

STORY GOALS

1

Locate the train station.



2

Meet Stanley in the train station.



3

Rescue or harvest three Little Sisters.



4

Board the train to Fontaine Futuristics.



NEW DISCOVERIES

Plasmids and Tonics

	Electrical Storm	You emit a burst of electricity when struck by melee attacks, shocking everything around you.
	Extended Reel	Research sessions last a bit longer.
	Hardy Machines	Hacking a Turret or Security Bot raises its max health.
	Drill Specialist	Significantly decreases cost of Plasmids, but limits weapon selection to the Drill, Hack Tool, and Research Camera.

Weaponry

	Launcher	The Launcher fires a variety of grenades such as Frag Grenades that offer a large amount of explosive damage in a radius, Proximity Mines that behave like Frag Grenades once triggered, and Heat-Seeking Rockets that inflict heat damage in a radius. The Launcher is best saved for swarms of enemies and dealing with Alpha Series and Big Sisters.
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FIRST ENCOUNTERS

Houdini Splicer



The Houdini Splicer can disappear and teleport around the area. It seeks to materialize behind its target and quickly throw fireballs before vanishing again. Immobilize it with Electro Bolt or Winter Blast, then hit it with everything you've got!

Augustus Sinclair needed Subject Delta to drain Dionysus Park before his train car ran out of air, but in doing so, they have invited a most unsavory kind of life back into the former gallery. Delta and Sinclair are not alone here in Lamb's private playground. And their companion—the one holding the keys to their escape—has quite a few skeletons in his closet. He needs the duo's help in making sure those secrets never come out.

RAPTURE DIRECTORY: YOU ARE HERE



LOCATE THE TRAIN STATION

Sinclair is alive and waiting for you in the train station. Now that Dionysus Park is no longer flooded, you should be able to make your way there by traveling up through the basement to the station above.



BASEMENT STORAGE

WALKING INFERNO

If you hadn't already purchased and equipped the Walking Inferno tonic, then this is a good time to do so. Walking Inferno costs just 40 ADAM and helps reduce the amount of damage you take from fire attacks—this is a priceless advantage when going up against the Houdini Splicers that inhabit this area.



Audio Diaries

PATRONAGE

AUTHOR: Stanley Poole



Well, I'm in—yours truly is the newest member of the Rapture Family. I fed Wales a line about how the Tribune was stopping me from telling the people what's what—and without a word, he hands me an invite to this "artist's retreat" here at the park.

Lamb bought my frustrated novelist act... she's even sponsorin' me to ink it while I'm here. Except my story's all about her... and I don't think she's gonna like the way it ends.

A GIFT FROM BILLY

AUTHOR: Billy Parson



Dear yellow-eyed girl: My name is Billy and I saw you the other day at the merry-go-round. I think you are very pretty and I like your blue dress and the songs you sing about angels. My mom says your dad is scary but I think he is strong and nice like a comic

book hero. I got you a gift and put it in the basement where nobody would find it. The secret code for the door is one-oh-eight-oh. I hope you like it. I will wave the next time I see you so you know it's me.

LAMB'S TIME IS OVER

AUTHOR: Andrew Ryan



I am told that Lamb has been seen in the streets... one of the Alpha Series was killed in the incident, and his bonded Sister stolen. But the council has no time for a manhunt; Atlas swells the ranks of his marauders by the day.

Regardless, Lamb's name has already faded among the people. She is no more than a ghost who has forgotten to die.

LAMB'S IDEA OF ART

AUTHOR: Andrew Ryan



Dionysus Park. Lamb mocks me in the naming of this place. She knows precisely how I feel about this celebration of "unconscious art." The Artist reflects the world as it ought to be, not as it is damned to be by some spasm of the lower mind. But I shall not censor. The park is Lamb's property.

However... if the case we are building against her proves true—I will return with a sledgehammer.



Exit the airlock in the storage area of Dionysus Park and make your way down the hall near the locked gate. You'll soon notice a faint red glow that seems to vaporize and disappear before your

very eyes—this is the Houdini Splicer. Follow the Houdini Slicer's trail and proceed along a counter-clockwise loop, past the locked room with the Power to the People machine, to the larger storage area. The Houdini Splicer soon appears atop a large crated statue—begin filming it at once, then zap it with Electro Bolt (or Winter Blast) and open fire with your Shotgun.

Take the stairs to the second floor, then quickly descend the steps on the other side of the landing to retrieve the Audio Diary containing the code for the locked door below. Use the code "1080" to access the Power to the People machine—listening to the recording also explains the single rose in the gift box. Ahhh, young love...

Return up the stairs and use the Hack Tool on the Security Camera in the room to the left. Continue up the spiraling stairs to the main level of Dionysus Park and eliminate the Leadhead Splicers in the room to the left.

Load up on ammo and health at the machines in this area before continuing to the Promenade.





Audio Diaries

LOST AND FOUND

AUTHOR: Mark Meltzer



I found her... found Cindy, by this... this rusted carousel. But she was just standing there, staring, waiting for the music. She doesn't even recognize me... what have they done to her? Listen to her...

...Listen, if anyone hears this, I have to know how to cure her, I—No! Get back! She's my little girl!

DIONYSUS PARK'S WEAKNESS

AUTHOR: "Big Kate" O'Malley



McDonagh, listen: there's a helluva structural flaw here in Dionysus Park—a leak in the primary drainage pipeline could flood this whole joint. Faulty pressure locks would seal in every sorry soul.

One clumsy Big Daddy opens the wrong pipe and hey presto! Lamb's little art show turns into fish city.

God forbid the wrong element finds out...

MEET STANLEY IN THE
TRAIN STATION

A mysterious character named Stanley Poole has contacted you. He seems to have connections with Sofia Lamb and wants to "cut a deal." Meet with Stanley outside the Security Booth in the Dionysus Park train station.



THE PROMENADE

Once you reach the Promenade, Sinclair radios you, but he's not the only one using this frequency! A reporter by the name of Stanley Poole—you've likely heard his voice on the Audio Diaries—says he's holed up in the train station and wants you to meet him there.

You were headed that way anyway, so you might as well hear his pitch. Search the area around the carousel before continuing east through Maintenance Access towards the train station.



LAUNCHER AMMO

You don't have the weapon needed to fire it just yet, but you can make a quick side trip to Lamb's Garden, just north of the carousel, to find a few Proximity Mines and Frag Grenades atop the balcony in that area. You'll have to return here later, but you may find yourself a bit pre-occupied at that point. It's better to grab this ammo now.



Have Electro Bolt and the Speargun ready for the three Leadhead Splicers in the Maintenance Access area, then gather up the items they leave behind and travel through the glass tunnel. There's another Power to the People machine between the first and second sections of the glass tunnel, but you may want to pass it by for now. Eleanor has left you the **Launcher** in the room up ahead; get the Launcher first, then return to the Power to the People machine to weigh all of your upgrade options.

A RAILGUN OF SORTS

Grab the Solid Slug ammo for the Shotgun as you make your way through the glass tunnel to the room with the Power to the People machine. Select this ammo type with the Shotgun and line up the reticule with the two Splicers in the distance. One shot is all it takes to take them both out—the Solid Slug can penetrate multiple enemies and turns the Shotgun into a high-powered rifle!

SAFE

Contents: 4 Solid Slugs, 63 Dollars, 44 Armor-Piercing Rounds.



This safe has been left right out in the open and unprotected by any pieces of Rapture's elaborate security system. And for good reason—it's one of the hardest safes to crack in all of Rapture! The zones are tiny, the needle moves quickly, and there isn't a Bot Shutdown Panel anywhere close to its position. Consider using the Gene Bank around the corner to Splice yourself with any unequipped tonics that make hacking easier before attempting this one. Either that, or go ahead and buy it out.



The train station is just up ahead. Put your new Launcher to work by firing a single Frag Grenade at the two Splicers trying to fix the broken RPG Turret—don't worry about hacking this Turret, since you'll encounter minor resistance in this area. The Security Booth is straight ahead. There's an El Ammo Bandito off to the right. Approach the security booth to talk to Stanley Poole.



HACKING JUST GOT A WHOLE LOT HARDER!

If you've been manually hacking everything that comes your way, then you have probably sensed that the safe, the Turret, and the El Ammo Bandito machine in this area were much harder to hack than previous devices. It wasn't your imagination. It's time to either start using the buyout option, the Auto-Hack Darts, equipping tonics that make hacking easier, or paying full price. However, there is one other option. You can blast the device you intend to hack with Winter Blast to slow the needle down. This works especially well with Turrets and Security Cameras.

RESCUE OR HARVEST THREE LITTLE SISTERS



Stanley Poole, an ex-reporter with connections to Sofia Lamb, wants to prevent Lamb from getting her hands on the ADAM contained in the corpses of Dionysus Park. It seems that the ADAM contains memories of events

that Stanley does not want Lamb to know. He wants you to deal with the Little Sisters in Dionysus Park to make sure his secrets stay buried. How you do this is up to you.

Find all three Little Sisters, deal with their Big Daddies, and rescue or harvest the Little Sisters. When you complete this task, Stanley unlocks the track to Fontaine Futuristics, bringing you one step closer to Eleanor.

TRITON CINEMA

THREE LITTLE SISTERS

The three Little Sisters are located in the Triton Theater, J. Fischer Gallery, and in Lamb's Garden. You should deal with them in this order, since this path brings you past the Gatherer's Garden machine in the Promenade (with a wealth of ADAM to spend on improved Plasmids) before moving on to deal with the third Little Sister and the Big Sister that surely attacks immediately thereafter.

Audio Diaries

LAMB FLOUTS THE SYSTEM

AUTHOR: Stanley Poole



Doctor Lamb's trying to take the city by sponsoring the artsy types here... big thinkers, to speak out against Ryan in their work.

And all of it is right here in the Park galleries, open to the public. Lamb ain't even chargin' for it... and in Rapture that's just... brazen, like some kinda naturist camp where everybody wears pope hats and nothing else! Won't be long before Ryan's cronies can move in... and I can finally stop holding my breath.

LEARNING POKER

AUTHOR: Sofia Lamb



You must learn to play poker, Eleanor. Like anyone, I am flawed, and have a fierce genetic bias towards competition. But each Saturday, I read the other players... and I pick a man who will benefit the most from victory. By the final hand, I ensure that he takes home my entire stake, and that of the others.

I win nothing but the feeling of conquest over myself, and the wealth of my competitors is slowly reshuffled according to their needs.

A SECULAR SAINT

AUTHOR: Gil Alexander



The genius of Sofia Lamb is a thing of empathy, a profound moral sense; I can only describe her... as a kind of... of secular saint. But dividing her loyalty evenly across the world at large spreads it so thin as to be invisible to some. Love... I have found, is... beneath her.

Naturally, Ryan arrested her... gave her to Sinclair to incarcerate somewhere. But upon her escape, she took the city... and changed my life forever.

A SPY

AUTHOR: Sofia Lamb



At last, we have our Judas...

One of my own people has been feeding Ryan evidence of my activities, and now I am to be detained. As a religion, they merely monitored us. But as a commune, they would see us crucified.

And yet... though he will be the last to see it, Andrew Ryan has already lost the people. Wherever I am sent, Rapture will follow.

Travel west away from the train station and turn left near the Health Station to approach Triton Cinema. Carefully hack the RPG Turret in the distance. Use Electro Bolt on the short-circuiting door to the ticket booth to find a wealth of Proximity Mines and money inside. Gather up the items on the floor and near the bar, then head down the stairs towards the lounge.



Descend the stairs on the right leading to the lounge down below, and watch the two Houdini Splicers dancing in the spotlight. You can take them both out with a single well-placed Solid Slug, but there is always a chance of a glancing blow. If they both happen to survive your attack, simply watch the spotlight to discover the location of the one that is currently posing a threat. The spotlight automatically follows the Houdini Splicer that is about to attack—use this to your advantage.



SAFE

Contents: 4 Trap Spears, 4 Rocket Spears, 3 Proximity Mines.



wall to the left. Wait a moment or two before hacking the safe, taking out the approaching Splicers first.

Descend the stairs near the bar in the Triton Cinema lobby to the lounge and hack the Door Control Panel to access the storage room. The safe is located on the

Return to the main lobby of the theater and inspect the restrooms to the north of the concession stand to find the **Electrical Storm** tonic. The first Little Sister you need to deal with is in the main theater area, near the stage. Top off your health and EVE and proceed through the right-hand door to the seating area.

BIG DADDY: ELITE BOUNCER



The Elite Bouncer is essentially a fiercer version of the Bouncer and boasts an increase in armor and health. Its primary means of attack continues to be its Drill. You initially encounter

the Elite Bouncer near the stage, trying to protect its Little Sister from a nearby Spider Splicer. Lay a pair of Proximity Mines in the aisle leading up from the Big Daddy to your position, then target the Spider Splicer with Hypnotize 2 to befriend it—befriending the Spider Splicer makes it wait to attack the Big Daddy until you fire the first shot.

Add some Trap Rivets and or Trap Spears to the area, then get the Research Camera rolling and swap to the Speargun. Stand atop the aisle, in the back of the theater, and fire a Rocket Spear at the Elite Bouncer to get its attention. The Spider Splicer leaps into action, buying you some time to fire off a few more spears. You may be able to finish the Big Daddy off with Armor-Piercing Rounds and Incinerate! 2, but more than likely, your enemy eventually rampages up the aisle towards you. Step out of the way of its Drill Dash, and switch to the Launcher. Hit the Elite Bouncer with Electro Bolt to immobilize it, then finish it off with a couple of Frag Grenades.



Audio Diaries



GROWING UP

AUTHOR: Gil Alexander



The Little Sisters are getting older... which is troubling. As they reach adolescence, they become aggressive, feral. Worse, the ADAM they ingest contains traces of lethal Plasmids left over from the war. The Splicers are becoming far more effective predators as well.

Our Big Daddies are falling left and right. Perhaps... perhaps the elder Sisters could be trained to sniff out the lost ADAM, and reclaim it for us. Yes... from what I've seen, they certainly wouldn't have to wait for the culprit to die...

THE VOICE OF THE SELF

AUTHOR: Sofia Lamb



Awareness of self is no miracle, Eleanor... it is a trick of the gene, an endless inner refrain, asking: "What's in it for me?"

To serve the world, we must grow deaf to the self. Are you ready? Now, stop listening to my voice. Stop listening. Stop. Difficult, isn't it?

Human verbal cues are defensive coloration—camouflage. Play this recording until you no longer hear the words. Then you may observe the people for who they are.

FALLING INTO PLACE

AUTHOR: Frank Fontaine



New face. I have a new goddamn face—who'da thought? Rapture... paradise of the confidence man.

I gotta keep revisiting the Atlas voice. I figure the accent gives me an excuse to lock myself in a room with a bottle and count the cash.

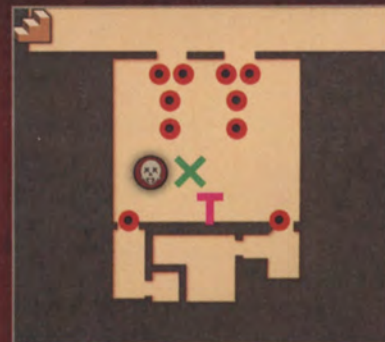
War's on in full now, boy... and I've got a hell of a surprise for Andrew Ryan. Long time comin'. And right about now, I expect the prodigal son is bookin' his flight...



LITTLE SISTER ENCOUNTER

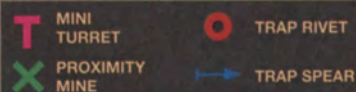
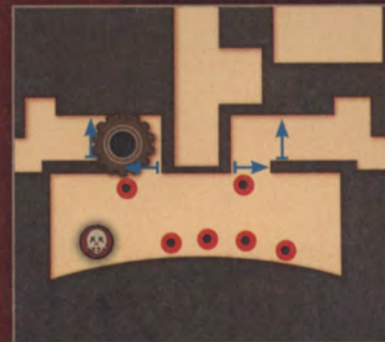
GATHER #1: INSIDE THE TRITON CINEMA

The first Gather is in the theater, right where you first saw the Little Sister. There are a lot of entrances into the theater—too many for you to efficiently cover with Trap Rivets, Trap Spears, and Mini-Turrets to defend them all. Focus your Trap Rivets near the door at the back of the theater, leading in from the lobby, and near the two doors that flank the stage. Place a Mini-Turret near the stage and add a few extra Trap Rivets or a Proximity Mine to the area beside the corpse. Set the Little Sister down and move towards the stage; the Splicers attack once the screen goes up! Let your defenses take out the Leadhead Splicers that attack, and have a charged-up ball of Hypnotize 2 ready to fling at the first Spider Splicer you see. Get one of these guys on your side early to make the whole Gather go much easier!



GATHER #2: ON THE BALCONY IN TRITON THEATER

Climb the stairs to the balcony in the theater and quickly befriend the Spider Splicer standing near the edge. Move quickly to take advantage of your new friend's strength and set the Little Sister down on the corpse right away. Lay some Trap Rivets near the aisle and string up a few Trap Spears on an angle over the seats near both entrances. Some of the Splicers attack from the hallway upstairs, while others clamber up from the seats below. Place some Trap Rivets on the center of the ceiling for the latter. Make use of the Fountain of Youth tonic (if applicable) and stand in the water pooled at the end of the balcony while defending the Little Sister. Befriend another Spider Splicer once the first one perishes, and use Electro Bolt to zap the water along the front to electrocute the Splicers as they make their way towards the Little Sister.



Move up the stairs inside the Triton Cinema to explore the rooms near the projection booth. Not only do you find a massive munitions cache in the office beyond the Security Camera, but you can also obtain the **Extended Reel** tonic in the projection booth at the end of the hall.

Exit the theater and make your way west to the south end of the Promenade. The Promenade contains a number of items and ammo stashes to collect, as well as an Audio Diary sitting atop the piano in the corner. Be sure to collect the Proximity Mines behind the counter on the south side of the main room.



Audio Diaries

GOTTA KEEP IT TOGETHER

AUTHOR: Stanley Poole



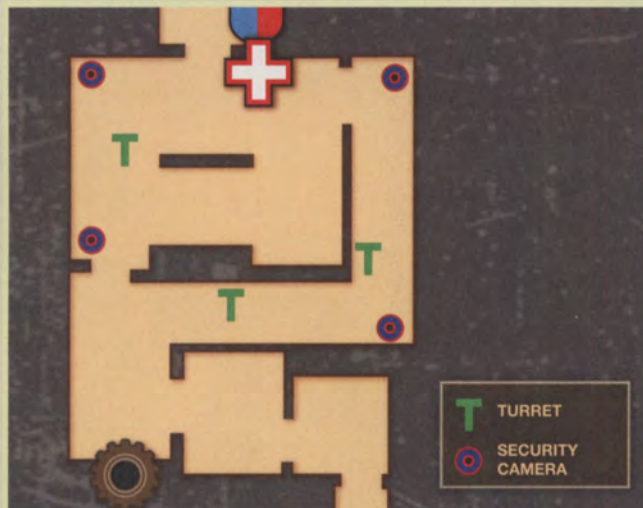
Ryan's goons are sweating me to prove this place is a closet commune, but I need time. And Lamb's kid keeps staring me down like she knows that I'm a phony.

I keep thinking of Johnny Topside, though. Took real guts to find Rapture like he did...

makes it easier not to crack if I sort of... imagine that I'm him.

It's a good thing I can't tell Lamb about that. She'd probably say I got a secret need to fall into his arms and make wild whoopee!

IMAGO FINE ARTS



Equip the Speargun and inch your way towards the galleries in the southwest corner of Dionysus Park. Snipe the three Leadhead Splicers in the distance, just beyond the Gene Bank, and use Incinerate! to melt the ice blocking the door to Imago Fine Arts.

The Imago Gallery has the most complex security array in the whole of Rapture. This makes it a great place to perform research of security—especially after snagging the Extended Reel tonic—but also a very hazardous place to explore carelessly. Use the Remote Hack Darts found outside the gallery and carefully inch your way forward while hacking the Security Cameras flanking the entrance along with the Turret straight ahead. Strafe left and right inside the doorway to get an angle on all four Security Cameras, then carefully make your way around the room in a counter-clockwise direction to spot the other two Turrets.

CAMERAS ONLY HAVE EYES FOR ONE

It's recommended that you hack all four Security Cameras upon arriving in this area, but you should do this knowing that only one security alarm can sound at a time. If a Splicer is detected by one of your friendly Security Cameras, you can safely walk on past a Security Camera that you didn't hack, so long as the alarm is still counting down for the enemy Splicer. That said, failing a hack during this time triggers an entirely separate alarm, making Security Bots arrive to attack.



Use Incinerate! to melt the patches of ice throughout the Imago Fine Arts room and gather up the Frag Grenades and EVE Hypos hidden underneath. Make your way through the frosty back rooms to find a very

valuable safe and the **Hardy Machines** tonic. You'll be in for quite a battle on the way back through the gallery, so have your Research Camera on hand and watch the Research Points roll in as your hacked security detail works its magic!

SAFE

Contents: 6 Auto-Hack Darts, 2 Mini-Turrets, 3 Proximity Mines.

If you were wondering what could possibly be worth so much security, this is it! This safe is located in the very back corner of Imago Fine Arts. This is an incredibly difficult safe to hack, but well worth the trouble. Hack the Security Cameras and Turrets on the way in to make sure no Splicers can interrupt your hack attempt. This is one you really ought to consider buying out.



SECURITY ON PARADE

If you're having trouble earning Research Points for the Security category, give this a try. Hack a couple of Security Bots in the main room and guide them back to the safe. Purposely fail the hack to trigger the alarm and start the Research Camera as the enemy Security Bots make their way to the back of the room. Electrocute them to give your ally Security Bots more of a chance to defend you, then film the next batch that arrive. Continue to film the Security Bots that arrive to attack and enjoy a wealth of Research Points. Be sure to join the fray and mix in some Shotgun blasts with your Electro Bolt bursts to increase your Research Points. Keep it up until you earn the **Deadly Machines** tonic.



J. FISCHER GALLERY

The second Little Sister you seek is in the J. Fischer Gallery, but that's not all that's here. Enter the storage area on the south side of the room to find an Audio Diary, plenty of munitions, and the **Drill Specialist** tonic. Of course, you should probably wait to collect these goodies until after you deal with the Elite Bouncer in the middle of the room.

BIG DADDY: ELITE BOUNCER

Enter the J. Fischer Gallery and immediately fire an Auto-Hack Dart at the Security Camera in the southeast corner of the room. Resist the temptation to befriend the Houdini Splicer in the room and, instead, kill it with the Speargun—the Hypnotize 2 effects likely wear off before you can sufficiently prepare for the fight with the Elite Bouncer. Just be sure to not hit the Big Daddy with an errant attack while you take out the Houdini Splicer.

Stay on the north side of the room and place Proximity Mines near the stairs leading down to the Elite Bouncer. String up some Trap Spears across the room and sprinkle a few Trap Rivets in the area as well. Once you're ready to start the fight, begin filming, then fire a Rocket Spear or Frag Grenade at the target. He only has melee attacks at his disposal and must get close, so you can lure him around the room right into the traps you carefully placed. Smash the Health Station in the middle of the room if you need a First Aid Kit. Lastly, remember that you can use your very own Drill Dash attack to quickly put some distance between you and the Big Daddy!



LITTLE SISTER ENCOUNTER

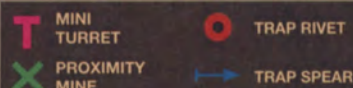
GATHER #1: INSIDE THE J. FISCHER GALLERY

Search the back rooms of the J. Fischer Gallery for EVE Hypos and ammo, then on your way back to the Gather corpse, string up a series of Trap Spears leading down the steps to the main gallery. Place a number of Trap Rivets at the base of the stairs at the front (north) end of the room and deploy a Mini-Turret beside the Gather corpse. Look for an unexploded gas cylinder to fling at the Splicers as they come out of the doorway nearest the Gather corpse. Set the Little Sister down and stand near the Security Camera in the corner to try to attract the Leadhead Splicers towards the camera. You won't have to deal with any Houdini Splicers during the Gather, but one or two Spider Splicers usually make their way into the room. Befriend the first one you can, then continue to befriend other Splicers as your "friends" get injured. Though tempting, don't use Proximity Mines to protect the Little Sister, since it's not really necessary and a waste of valuable ammunition.



GATHER #2: INSIDE THE IMAGO FINE ARTS GALLERY

There are multiple corpses from which this Gather can be performed, but it's easiest to return to Imago Fine Arts and perform the Gather there. The numerous hacked Security Cameras and Turrets make this location more secure than you can ever hope. Reinforce the existing defenses with a couple of Trap Spears near the doorway leading to the Gather Corpse and place a few Trap Rivets on the floor in front of the door beside the corpse. Set the Little Sister down and deploy a Mini-Turret nearby, then stand in the back corner and watch for enemies to approach. The hacked Security Cameras and Turrets dispatch nearly all of the Splicers in the main area, but you'll have to deal with those who emerge from the door to the right. You may even see a Houdini Splicer or two materialize in this area, so be on guard!





MASTER GATHERER

There are a total of 12 Little Sisters in the game, and each of them can be used to gather ADAM from two corpses. Gathers yield 40 ADAM each. Suffice to say, you must perform at least 15 Gathers to unlock this bonus. Consider performing every available Gather possible as they become available (note that you can still harvest a Little Sister after performing the Gather) to get this bonus sooner rather than later. This gives you chance to bail on Gathers during the later stages of the game when it becomes dramatically more difficult to protect the Little Sister. If you perform every Gather presented to you, you can unlock this bonus after your third Gather in Dionysus Park. However, the Master Gatherer Achievement can be unlocked earlier by using the Proud Parent tonic, which gives you an additional 20 ADAM per Gather.

LAMB'S GARDEN

ADAM SPENDING

Stop by the Gatherer's Garden in the Promenade to spend the wealth of ADAM you no doubt possess. Consider purchasing a Health Upgrade or two and the Security Command 2 Plasmid if you hadn't already. Insect Swarm 2 is another valuable purchase, especially for the upcoming battles. This is a good time to increase your total number of Tonic Slots as well, since you now have access to numerous tonics that can increase the durability of your hacked Turrets and Security Bots, not to mention those valuable tonics that increase your effectiveness at researching.

Cross back through the Promenade, passing the carousel, to the Lamb's Garden area to the north. Use the Circus of Values and Health Stations in the Cohen's Collection area west of the carousel to load up on First Aid Kits and ammo before going on to fight the last of the three Big Daddies that Stanley has asked you to deal with.



BIG DADDY: ELITE BOUNCER



Use your new Security Command 2 Plasmid to summon a pair of Security Bots and head to the Lamb's Garden area. Chances are good that you'll walk in on a fight already underway between the Elite Bouncer you need to kill and a couple of Leadhead Splicers. Start the camera rolling on the Big Daddy while the Leadhead Splicers and your Security Bots attack, then take a moment to place a couple of Proximity Mines and Trap Rivets down.

The presence of your Security Bots is sure to distract the Elite Bouncer, and if not, you can always summon more or deploy a Mini-Turret. Watch for the Elite Bouncer to enter the pool of water in the center and shock it with Electro Bolt to trap him in place. Use Frag Grenades and Armor-Piercing Rounds to rip him to shreds. Use the lay of the area to keep a barrier between you and the Elite Bouncer at all times—this prevents him from striking you with Drill Dash and all but ensures your victory.





LITTLE SISTER ENCOUNTER

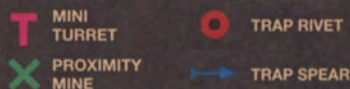
GATHER #1: INSIDE THE LAMB'S GARDEN AREA

The Gather corpse is in the rear of the room, and the Leadhead and Spider Splicers that attack enter from the main entrance and the stairs leading up to the balconies. Hack the Health Station if you haven't already and place Trap Rivets and Trap Spear wires across both entrances, then set the Little Sister down on the corpse. Stand on the south side of the room to lure those who survive your defenses into the water where you can fry them with Electro Bolt. The foolish Splicers typically wade through the water to take the direct route, but you can ensure this by first setting them on fire with Incinerate! 2's fire bombs! Electrocute the water once they're wet. This is also a good place to put Insect Swarm 2 to use, since many Splicers arrive to stop the Little Sister. Select Anti-Personnel Rounds with the Machine Gun and gun down the balcony above the Health Station.



GATHER #2: NEAR THE CAROUSEL IN THE PROMENADE

The majority of the Splicers that come to put a halt to this final Gather in Dionysus Park approach from the Lamb's Garden and Cohen's Collection areas. However, the area itself is so large that you're better off trying to defend the area immediately around the Gather corpse. Lay your defenses down near the carousel and by the door leading in from the glass tunnel, and from the Lamb's Garden area. Set a Mini-Turret down near the corpse and rig up some Trap Spears on the stairs. Use Insect Swarm 2 and Hypnotize 2 to distract the Splicers from their purpose, then pick them off with whichever weapon suits your fancy. Put Security Command 2 to use and summon a pair of helpful Security Bots.



NOSE FOR NEWS

Stanley Poole has cut you a deal—he'll override the controls and release the train so you can continue on from Dionysus Park in exchange for dealing with the three Little Sisters that have returned to the area. He doesn't care how you do it, just defeat the Elite Bouncers that protect them, then either rescue or harvest each of three. These Little Sisters carry with them memories of what led to the park's eventual flooding.

Big Sister is Coming

Big Sister is going to come as soon as you make a decision regarding the fate of the third Little Sister, so make sure you're ready. Though you can bring the Little Sister to the security-rich area of Imago Fine Arts and wait for the Big Sister there, it's not necessary. Instead, summon two Security Bots with Security Command 2 and determine the Little Sister's fate at the Sister Vent nearest the carousel in the Promenade. Spread a few Proximity Mines around the area near the carousel and, if possible, use the Decoy Plasmid to position a decoy right in the middle of those Proximity Mines!



The Big Sister is, of course, unpredictable in her movements but you can be sure your Security Bots can attract her attention. Try to lure her towards the Proximity Mines and use Armor-Piercing Rounds or Frag Grenades to inflict greater damage. Electro Bolt helps stun her (especially if you get in the water near the carousel), but you're better off using Incinerate! to deal higher levels of damage. Spider Splicers and Leadhead Splicers also attack here—befriend whichever ones you can, but try to keep Big Sister from absorbing ADAM from their corpses.

BOARD THE TRAIN TO FONTAINE FUTURISTICS



Stanley has kept his part of the deal—the passage to Fontaine Futuristics is now open. However, some of the memories you have helped him

bury indicate that he was not only responsible for flooding Dionysus Park, but also for turning Eleanor Lamb into a Little Sister. Regardless of how you deal with Stanley, you need to board the train in the train station and head to Fontaine Futuristics.

TRAIN STATION

TRAVELING COMPANIONS

The journey back to the train station isn't particularly long, but you'll have to deal with quite a few Splicers en route. Befriend the first Spider Splicer you encounter, then watch him clear the way for you. Another option is to put Insect Swarm 2 to use and fill the tunnels leading from Promenade to the Ocean Entrance area with swarms of stinging bees!

Return to the train station at Ocean Entrance and approach the security booth to hear Stanley's side of the story. But then, Sofia Lamb fills in a very important missing detail and unlocks the security booth for you. Head inside and collect the incriminating Audio Diary, then ... well ... what you do with Stanley Poole is up to you. He's the second choice character in the story, and just as with Grace Holloway, your verdict on Stanley has far-reaching repercussions.



Audio Diaries

A PLAN

AUTHOR: Stanley Poole



So, Lamb broke out, and she's coming back. Wow. OK. Didn't see that coming, but OK.

That is going to be... what am I gonna do? And I... I've heard some of these, a lot of these people down here, talking. Some of them I know saw the thing with Eleanor, and

who knows who knows what. You can't just stop, you know, a whole... cult... from, from talking. Can you? Maybe you can. Yeah. Maybe you can.



FONTAINE FUTURISTICS

Here it is, the corporate headquarters and research labs that produced Plasmids, Big Daddies, and other high technology for Rapture. As tensions rose prior to the fall of 1959, Andrew Ryan took control of Fontaine Futuristics in an attempt to put an end to the two men's power struggle. After being seized by the Rapture central council, work continued here under the auspices of Ryan Industries until the death of Ryan himself. Gil Alexander, an ambitious scientist and inventor, took this opportunity to grab control of the entire facility, twisting the security systems to his own ends, and has resided here ever since.

A grand atrium anchors the corporate offices and Plasmid demonstration halls. An adjacent site contains the labs where many of Rapture's advances in genetic and robotic technology were discovered.

STORY GOALS

1

Break into Fontaine Futuristics.



6

Find and activate the circuit breakers.



2

Find Gil Alexander's next recording.



7

Collect four ADAM-infused plants.



3

Access the Security Office.



8

Lure Gil out of hiding.



4

Destroy the signal relays.



9

Unlock the hidden elevator.



5

Head to the Plasmid Laboratory.



NEW DISCOVERIES

Plasmids and Tonics

	Damage Research	Increases the value of the damage bonuses from research.
	Drill Power 2	Your Drill does even more damage when you spin or swing it.
	Careful Hacker 2	The hacking needle moves slower.
	Vending Expert 2	Further reduces cost of prizes in vending machines.

FIRST ENCOUNTERS

Alpha Series



The Alpha Series is an early prototype Big Daddy that uses a variety of heavy weapons, moves far faster than normal Big Daddies, and is subject to spontaneous Plasmid outbursts of elemental energy. Keep a safe distance, hit it with Plasmids and heavy munitions, and use Proximity Mines and Elite Security Bots to take it out.

The Adonis Express has taken Subject Delta and Augustus Sinclair as far as it can go, all the way to Fontaine Futuristics. Sinclair believes that Sofia Lamb is keeping Eleanor somewhere nearby, perhaps in a hidden facility below Fontaine Futuristics. The facility has fallen under the sole supervision of Gil Alexander ever since Ryan and Fontaine's war got out of hand. Whether or not Gil is in any mood to assist with the reuniting of a former Big Daddy and Little Sister remains to be seen.

BREAK INTO FONTAINE FUTURISTICS



Eleanor is being held in a secret location beneath Fontaine Futuristics. In order to reach her and keep yourself alive, you must find a way to break into the facility.

FIND GIL ALEXANDER'S NEXT RECORDING

Gil Alexander has left behind a series of recordings that should lead you to him—and, hopefully, to Eleanor. Enter Fontaine Futuristics and look for his next recording. Gil mentioned that it is located beyond a Security Bio-Scan.



TRAIN STATION

Exit the train station south towards the sound of distant voices. Snipe the two Splicers down the stairs with the Speargun, then gather up the loose ammo and continue through the door. Collect the **Damage Research** tonic from the wagon and splice it immediately into your system to increase the value of the damage bonuses you received from research.



Descend the stairs to listen to the automated video message left by Gil Alexander. In anticipation of his going insane, he has left behind a series of recordings to help you get inside.

NOT A SECURITY BOT!

The purple flying bot you see hovering about in this area is not a Security Bot. It's not going to attack you, nor can it be hacked. It's actually a two-way video device that Gil uses to monitor the facility.

LOBBY

Use the Airlift Control to leave the train station and cross the open seafloor to the Fontaine Futuristics lobby. There is a lone ADAM Slug on the right, near the corpse as you leave the train station. Summon a pair of Security Bots with Security Command 2 as you leave the second airlock, and use Telekinesis to pick up one of the gas cylinders near the stairs.



Hurl the cylinder at the Splicers trying to break into the vending machine. A second batch of Leadhead and Houdini Splicers attack as you move further into the lobby, so be ready for them. Splice up the Handyman tonic and use it to repair your Security Bots. Collect the Mini-Turret hiding behind the planter under the balcony on the left, and head up to the second floor where the Security Bio-Scan is located.

Audio Diaries

ALONE AT LAST

AUTHOR: Andrew Ryan



This facility belongs to the city now—to Ryan Industries... at least until the rioting subsides.

While it is unfortunate that such measures had to be taken... I must admit, it is gratifying to see this building condemned. Fontaine is gone. Lamb is gone... or close enough.

I am alone at last... alone with my city.

ADAMS RESEARCH LABORATORY

TRAIN STATION

START

SHOWERS

POWER TO THE PEOPLE

LOBBY

LIVE TEST FACILITY

FONTAINE FUTURISTICS

SECURITY

THEATER

OFFICES

LAB AIRLOCK

Fontaine Futuristics

Fontaine Futuristics

Live Test Facility

Legend:

- + HEALTH STATION
- GATHERER'S GARDEN
- BOT SHUTDOWN
- CIRCUS OF VALUES
- LITTLE SISTER
- SISTER VENT
- ADAM GATHER
- EL AMMO BANDITO
- GENE BANK
- AUDIO DIARY
- PLASMID
- TONIC
- SAFE
- CONNECTION
- WEAPON
- POWER TO THE PEOPLE

The Bio-Scan properly identifies you as Subject Delta, a Protector in the clinical trials program—deceased. This last piece of data confuses the system and triggers an attack by an Alpha Series. The



Alpha Series is an early prototype Big Daddy that was subject to too many experimental Plasmid concoctions and is therefore prone to uncontrollable Plasmid outbursts of electricity, fire, and ice. Start the Research Camera rolling as soon as the Alpha Series appears on the globe in the center of the lobby, then begin your attack. Hit it with Frag Grenades, and either Electro Bolt or Incinerate! Lay down a Proximity Mine or two, then switch to Armor-Piercing Rounds or your Rocket Spears. The Security Bots help distract the Alpha Series from you and should keep it on the ground floor of the lobby, giving you the perfect opportunity to attack from above while remaining safely out of range of its Plasmid outbursts.

READY FOR BATTLE

Make near-instantaneous work of the Alpha Series by setting a trap for it. Normally, the Alpha Series would be a surprise to players, but you have the tools to be ready for him! Lay a pair of Proximity Mines at the base of the stairs, between the steps and the globe. Wait for the Alpha Series to land on the globe, start the Research Camera, then hit him once with Incinerate! He'll jump down right onto your mines, and it shouldn't take more than a single extra Frag Grenade—if that—to finish him off!

Clearance to enter Fontaine Futuristics is granted as soon as the Alpha Series is defeated. Approach the desk in the lobby and listen to Gil's next recording, then take the Audio Diary and supplies in the



cabinet to the right of the monitor. This Audio Diary merely has the sound of Gil Alexander reciting the password, "Agnus Dei," on it.



Audio Diaries

MEANS OF CONTROL

AUTHOR: Sofia Lamb



Prison, it seems, was a blessing—Ryan is now dead by his own son's hand.

But far more interesting is the program of compulsion bred into his child coded "W-Y-K." It was some manner of verbal "trigger phrase," which the boy would obey as an

order unerringly.

In a way, this sad thing, this... half-man had escaped the self. Highly intelligent, but devoid of so-called "free will," with all its convenient blind spots.

What if it had been instructed to uphold the common good? What if he were a volunteer?

LIFE AFTER SISTERHOOD

AUTHOR: Eleanor Lamb



This is Eleanor Lamb speaking. It's been many years since my last diary. Mother found a way to rehabilitate me psychologically, but she can't remove this... this thing inside my body. I look in the mirror, and I see a freak.

I remember very little—just an artificial sense of peace and a compulsive hunger for ADAM.

Doctor Alexander is trying to help me adjust. He's responsible for part of my condition, but he wants to make amends.

A NEW COGNITIVE MODEL

AUTHOR: Sofia Lamb



This... this calls everything into question. Even as I record this, I can scarcely believe... Psychiatry has been my continual study... to chart consciousness in all its strata.

But intelligence does not require introspection... the son of Ryan was more effective than all his self-aware rivals. He lived without questions. I could end the self... and save the world.

SAFE

Contents: 14 Dollars, 16 Armor-Piercing Rounds, First Aid Kit.

This safe is located behind the receptionist's counter where the recording of Gil Alexander saying "Agnus Dei" is found. The safe's contents aren't terribly valuable, but you'll be under no threat while performing the hack.



ACCESS THE SECURITY OFFICE



Gil's recording tells you that he has become so unrecognizably spliced and insane that he must be killed. This explains the erratic and violent behavior of present-

day Gil, now called "Alex the Great." He has left further recorded instructions on how to put him out of his misery, safely locked away in the Security Office near the foyer. Use his voice password recording to gain access to the Security Office.

SECURITY

Use the recorded password on the Voice Activation Control near the door beyond the lobby. The Security Office is steps away, in the center of the room, but Gil has overridden the door controls—the voice recording won't open it until you break Gil's control over the security system. Despite its attempt to keep you out of the Security Office, the flying video bot that Gil watches you through does open the gates behind the office for you.

BIG DADDY: RUMBLER



You will probably encounter the first Little Sister and Big Daddy in the area of the stairs just beyond the gates that the video bot opened. Lay some Proximity Mines down far enough away from the Big Daddy that he doesn't walk through them before you are ready to fight. Make sure your Security Bots are in tip-top shape, and lay some Trap Rivets or Trap Spears down. Equip the Research Camera and Security Command once you're ready to begin the fight.

Start the camera rolling and switch to the Launcher, hitting the Rumbler with a Frag Grenade to get his attention. Lead him towards the Proximity Mines and watch for him to deploy a Mini-Turret or two. Quickly splash him with Security Command (don't charge it!) to turn his Mini-Turrets against him, then continue to hit him with Frag Grenades before switching to the Machine Gun to finish the job. The Rumbler attacks with Frag Grenades, of course, but your Security Bots and his traitorous Mini-Turrets should occupy his attention long enough for you to deliver a swift defeat without too much risk.



LITTLE SISTER ENCOUNTER

GATHER #1: IN THE FOYER NEAR SECURITY



This Gather is in the southwest corner of the main foyer near the section where you encountered the Little Sister and Big Daddy. String up a number of Trap Spears crossing the approach from the south and east, and lay your Trap Rivets down near the stairs in the center of the foyer. Most of the Leadhead Splicers that attack come from the stairs in the center, but a few enter from the south and east as well. Consider deploying a Mini-Turret between the Circus of Values machine and the steps, and have your Machine Gun and Incinerate! Plasmid on hand.

You'll not only have to contend with Leadhead Splicers during this Gather, but possibly an Alpha Series as well. Most tend to keep their distance and focus on you rather than the Little Sister. Don't underestimate the damage they can do with their guns; watch your health closely and use Hypnotize to enlist the help of Splicers against the Alpha Series, if one appears.



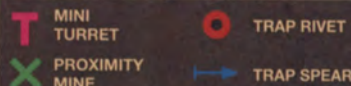
GATHER #2: ON THE SECOND FLOOR OF THE FOYER



There are a number of Gather corpses to perform this second Gather on, but it's best to move up the stairs in the foyer and Gather from the corpse near the hole in the wall. Set up your Trap Rivets on either side and deploy a Mini-Turret near the corpse. You'll not only have to contend with Leadhead and Houdini Splicers during this Gather, but also an Alpha Series. Use the hole in the wall for cover, and use your Security Bots and traps keep the lesser enemies at



bay while you wait for the Alpha Series to arrive. Hit it with a Heat-Seeking Rocket (found near the Bot Shutdown Panel downstairs) and Frag Grenades, then finish it off with a Drill Dash attack. The Houdini Splicers will probably show up last and keep their distance. Catch their molotov cocktails and throw them back with Telekinesis. Don't let your guard down until the telltale sound of their vaporizing and materialization ceases to echo through the halls.



Proceed south through the foyer to the Security Bot Shutdown Panel on the rear wall of the first floor and destroy the device that Gil has affixed to it. This triggers an alarm, sending out two Security Bots to investigate. Simply pull the Security Bot Shutdown Panel's lever once they get close to disable the alarm.

ALL JUST A FACADE



Head upstairs to the hole in the wall on the west side of the foyer and use Telekinesis to obtain the Auto-Hack Dart beyond the bars to the right. Drop off the ledge into the Plasmid Laboratories Facade to find an Audio Diary and the Drill Power 2 tonic. Splicers soon break the glass window in the room, giving you a way back out.

DESTROY THE SIGNAL RELAYS



Destroy all of the signal relays that are attached to the front of Bot Shutdown Machines throughout Fontaine Futuristics. Gil is using them to control security all over the building, and is specifically

instructing his Security Bot to prevent you from entering the Security Office. Once all of the signal relays are destroyed, you should be able to enter the Security Office and hear his next pre-recorded instructions.

ELITE BOTS ARE AVAILABLE!

There are few better ways to spend your ADAM than by purchasing the Security Command 3 Plasmid. It costs 100 ADAM, but you get to summon up to two Elite Security Bots whenever you want. These Elite Security Bots have a higher attack rating and are far more resistant to damage than normal Security Bots. Don't leave home without them!

FRANK FONTAINE'S PLASMID SPECTACULAR THEATER

Now that you know you have to search for Security Bot Shutdown Panels that have these so-called signal relays on them, all you have to do is look at the map and head towards the areas with the panels. The nearest of these is in the theater area to the west of the foyer. Round the corner near the stairs and hack the Turret in the distance just as a rising curtain reveals the entrance to the theater.

Audio Diaries



PROTOTYPE

AUTHOR: Gil Alexander



Our hope was to bond a Little Sister to a single Protector, so she had to be expendable in case of error. As we were fabricating a Father-bond, we couldn't really afford to have the girl's parents asking around. So Fontaine's orphanages provided, and the procedure was an unprecedented success.

If I had only known who the child was... Eleanor... I'm so sorry.

GOODBYE TO FONTAINE

AUTHOR: Frank Fontaine



Every time Ryan turns up the heat, I know I'm a little bit closer to beatin' him at his own game.

But now the game's changin'—Ryan's boys are comin' in heavy—lookin' to knock down my door and take what's mine. Like this is the first time I had to dodge a bullet.

They're comin' to my house expectin' a show, but they're gonna get a disappearin' act.

Say goodbye to Fontaine... and hello to Atlas.

SOURCE OF VOLUNTEERS

AUTHOR: Gil Alexander



Anyone in the Plasmid business ultimately requires the use of human test subjects. It's our dirty little secret, and to be frank, Rapture doesn't really want to know, provided the end product is sound.

Volunteers were... scarce, even as the economy buckled. A man named Sinclair approached us with a seemingly limitless supply. He... rented them to us, bound and sedated... no questions asked.

HELP ME!

Look through the hole in the wall near the Turret, beyond the tonic you can see, to note a password scrawled on the wall—5254. Enter this code into the keycode door inside the Plasmid Theater to find a very revealing Audio Diary and the *Careful Hacker 2* tonic.



Follow the walkway to the left and use the Rivet Gun to shoot the targets on the Plasmid demonstration machines. The first showcases the power of Incinerate!; the second electrocutes the water where the Splicer is standing; and the third demonstrates the wonders of Telekinesis and throws the distant Splicer high into the air (kind of how Cyclone Trap works). Gather up the First Aid Kits and ammo and continue through this demonstration area to the doors leading into the theater.



You're now on the stage in the demonstration theater, and Gil Alexander's special video bot is going to emcee the affair with you serving as the product demonstrator. Prepare for the audience participation segment by lining the two pedestals near the front of the stage with Trap Rivets and by placing a Mini-Turret in the center of the stage, near the microphone stand. If you have Cyclone Trap equipped, place a Cyclone Trap on each of the pedestals as well (charge them with Incinerate! or Electro Bolt if possible). You have a Telekinesis and Electro Bolt demonstrator to your right and an Incinerate! demonstration stand on the left—shoot the targets with the Rivet Gun to make them throw, shock, and burn the Splicers as they appear.

The first two participants attack individually, but then you'll have to deal with multiple Houdini Splicers at once. A pair of Elite Security Bots can certainly help you get through this phase of the battle. Continue to use your Research Camera and blast the Houdini Splicers with Incinerate! and your Machine Gun.

An Alpha Series hops onto the stage and attacks next, but not before a brief intermission. Take this chance to lay down a couple Proximity Mines in preparation of the Alpha Series arrival and repair your Elite Security Bots with Handyman. Turn on the Research Camera and draw him in towards your mines before unloading on him with a Heat-Seeking Rocket and Incinerate! It won't take long before you have the stage to yourself once again.



The second signal relay that must be destroyed is just behind the seats in the theater. Search the corpses in the chairs for a wealth of money and ammo, then destroy the signal relay and exit the area.

FRANK FONTAINE'S OFFICE

Travel up the stairs in the lobby to the second floor and ready the Hack Tool. Continue north towards Frank Fontaine's office and fire a Hack Dart at the Turret guarding the door. Make sure your two Elite Security Bots are nearby before you enter the offices because another Alpha Series is guarding the room.

Open the doors and toss a Mini-Turret inside, then quickly hurl a fireball at the Alpha Series. Back away to avoid any return fire and watch your security apparatus cut the Alpha Series down to size. Strafe out of cover from beside the door and hit him with a final Frag Grenade to claim free reign of Frank Fontaine's old haunt.

The third signal relay is off to the right as you enter the room, but that's not all that's in here. Head to the left and inspect the "Conspicuous Boar Mount" to reveal Frank Fontaine's private stash. This secret hiding space contains a couple of crates, three safes, and an Audio Diary of Frank practicing Atlas's voice.



SAFE

Contents:

Safe: 4 Rocket Spears, 2 First Aid Kits, 6 Heavy Rivets.

Safe: 50 Dollars, 6 Phosphorous Buck, 2 EVE Hypos.

Safe: 3 Proximity Mines, 5 Solid Slugs, 30 Armor-Piercing Rounds.



A false wall in Frank Fontaine's office hides these three safes from view. Inspect the mounted boar's head on the wall to the left as you enter the office in order to reveal Frank's private stash. The safes are very hard to hack—and cost 90 dollars each to buyout—so you might want to consider using an Auto-Hack Dart on each of them. Of course, you can always go ahead and attempt the hack knowing there's a Security Bot Shutdown Panel across the room.



Exit Frank's old office and round the corner to the left to enter the nearby marketing offices. The three Splicers playing dead at the large table are just that—playing dead. Charge up a Fire Bomb with Incinerate! 2 and inch forward until they spring to life, then set them aflame. Enter the office to the right to find the so-called "Unstable Teleport Plasmid," then try to grab it. Attempting to pick up this flashing multi-colored Plasmid causes it to vanish and reappear elsewhere. You'll have to chase after it repeatedly before you can finally collect your rightful reward. See the note box for details on the Unstable Teleport Plasmid's locations.



SAFE

Contents: 3 Mini-Turrets, 4 Solid Slugs, 17 Anti-Personnel Rounds.

This safe is in the office with the Unstable Teleport Plasmid. Collect the stacks of money from the desk and put these newfound riches to use to buyout the hack of this safe, unless you have a number of hack-assists spliced into your system or an Auto-Hack Dart to spare. Regardless, it's a small price to pay for three Mini-Turrets and additional ammo.



CHASING THE UNSTABLE PLASMID

The Unstable Teleport Plasmid behaves much like a Houdini Splicer in that it disappears and reappears in a haze of red molecules. Try picking it up to watch it vanish and reappear once on the desk, then a second time on the table in the conference room.



Try to pick it up a third time on your way out of the conference room. It vanishes again and reappears on the rubble near the stairs that once led to the third floor in the foyer. Descend the stairs to the ground floor to find the Unstable Teleport Plasmid on the wall near the Circus of Values machine. Continue towards the Security Office to find the Plasmid on the couch.



Trying to pick up the Plasmid on the couch takes you through a rapid sequence of teleportations culminating in your arrival with the Vending Expert 2 tonic. Collect the EVE Hypos and grab the tonic to conclude the chase and be teleported back to the lobby where you first encountered an Alpha Series.

Open the door on the other side of the conference room, crouch down, and fire a Hack Dart through the hole in the wall to the electric panel shocking the flooded room. This makes the water safe to wade through. Gather up the items in this office and destroy the fourth signal relay around the corner on the far side of the room.



Exit the office and fight your way back down the stairs to the ground floor of the foyer. Use the voice recording to enter the Security Office and listen to Gil's next set of instructions. Use the Power to the People machine, then flip the

Plasmid Laboratory access switch to unlock the doors to the laboratory area of Fontaine Futuristics: Gil is waiting for you there.

HEAD TO THE PLASMID LABORATORY

An airlock is now open at the back of Fontaine Futuristics. Gil says it leads to the hidden Plasmid Research Laboratory. Proceed to the Plasmid Laboratory to receive further instructions on how to deal with the present-day Gil.



LAB AIRLOCK

Defeat the Alpha Series near the restrooms with a well-placed Heat-Seeking Rocket or two, and continue south through the sterilized corridor of the Lab Airlock area. Throw the lever inside the airlock and head out onto the seafloor.

Continue south along the seafloor to the hole in the ground and drop through the hole to the Alpha Series corpse below. Climb the lengthy stairwell beside the corpse to find an ADAM Slug, then return the way you came and continue east, past the OxyFill Station Sinclair mentions, and into the airlock.



FIND AND ACTIVATE THE CIRCUIT BREAKERS



Power is currently cut in the main section of the Plasmid Laboratory. Find and activate the circuit breakers that are hidden with the darkness. Once this is done, Gil can give you further instructions on how to deal with him.



Audio Diaries

ABORT THE EXPERIMENT

AUTHOR: Gil Alexander



I was to be Sofia Lamb's greatest achievement—a living composite of all Rapture's genius in the body of a single man... unfettered by self-interest. Now, I am nothing more to her than a failed experiment. My scores on tests of intelligence and moral reasoning are still noteworthy... but declining sharply. She has abandoned me... and I do not have long before psychosis takes me.



Audio Diaries

SOLVING FOR X

AUTHOR: Gil Alexander



Sofia believes the perfect human altruist is "just a formula, waiting on us to solve for X." Intelligence and consciousness are not the same, she argued. Awareness of self naturally becomes obsession with it.

So if we could suppress my sense of self, but imbue me with the cognitive capacity to serve the common welfare... we could thereby generate the first Utopian.

And then, Sofia said... at long last... Utopia would follow.

FONTAINE'S PLASMID RESEARCH & DEVELOPMENT

HYPNOTIC POLYPS

The large red globules you see are actually the fruits of a special plant the produces a hypnotic polyp. Use Telekinesis to pick up and throw these polyps at enemies to hypnotize them into attacking the enemy. Of course, you may as well just use your Hypnotize 2 (or Hypnotize 3) Plasmid to work that magic on your own, but if you have limited Plasmid Slots and you don't have Hypnotize spliced currently, this is a great way to gain the effects even without it being active.

COLLECT FOUR ADAM-INFUSED PLANTS



The mutated, spliced-up Gil, known as Alex the Great, is hiding within a massive Sea Life Tank in the middle of the Plasmid Research Laboratory. You need to bring him out in

the open to deal with him, but this can only be done by placing ADAM-infused plantlife into his holding tank. Collect enough of the plants to lure Gil out of hiding.

Proceed through the darkness to the bank of analytical equipment. Gil instructs you to flip the two circuit breakers—located somewhere in the darkness—then he'll give you further instructions.

Move to the right, past the Circus of Values machine, and down the stairs. The first circuit breaker is straight ahead, just a few steps in front of you. Circle around to the left, past the large metallic structure in the middle of the lab, and through the steamy darkness to the sound of the short-circuiting circuit breaker on the north side of the room. Flip this second switch and pick up the Audio Diary below it before returning to the central platform where Gil spoke to you moments earlier.

Press the Power Mains Switch on the master control panel. The lights come on, though faintly, and you'll see a brief glimpse of Gil Alexander in the enormous tank in the center of the room.



ADAM RESEARCH LABORATORY

BEFORE YOU GRAB THAT PLANT...

Two Alpha Series are going to leap into the room on either side of Gil's tank and attack you the moment you grab the plant sample he's provided. Don't pick up the plant until after you've dropped a few Proximity Mines on the floor at the base of the stairs and near the tank. Throw another one or two on the ground near the master control panel just in case—you can always pick them back up later.

Gil is addicted to the ADAM-infused plants that are being cultivated throughout the ADAM Research Laboratory. It's going to take four of them to lure him out of hiding and to get the Genetic Key you need, but he's nice enough to give you the first one. So now you only need to find three more.

First things first, however: a pair of Alpha Series are set to attack before you can leave the area. Get your Proximity Mines out quickly and set the Research Camera rolling. Summon your Elite Security Bots if you hadn't already, then switch to Telekinesis to catch any inbound Frag Grenades and hurl them back at the Alpha Series who fired it. One of them probably has a Launcher while the other uses a Machine Gun or Shotgun. Focus on one at a time and use the Heat-Seeking Rockets you picked up on the way in from the airtlock to take him out. The Proximity Mines and Elite Security Bots should soften the other one up nicely by the time you get to him.



ALPHA VS ALPHA

Don't forget that if you have the Hypnotize 3 Plasmid spliced, you can simply charge it up and throw it at one of the Alpha Series (preferably the one with the Launcher) to befriend him and watch him fight alongside your Elite Security Bots to destroy the other Alpha Series. Just be on your guard when the effects wear off—your ally quickly turns on you!



The nearest ADAM-infused plant is in the Pacification Showers, to the north of the area where Gil is located. This is where failed Big Daddies, particularly those of the Alpha Series variety, were sent to die. Hack the Security Camera in the preparation room and rummage through the storage crate and the control room for items, then descend the stairs to the Pacification Chamber where you can find the desired plant in the corner.

An Alpha Series and a Splicer or two attack right after "Alex the Great" decides to lock you inside the Pacification Chamber. Charge up Hypnotize 3 and befriend the Alpha Series, then lay waste to the Splicers. Refresh the befriend effect with another dose of Hypnotize 3, then go up the stairs towards Gil's tank—there's a Little Sister to deal with.

Audio Diaries



GIL'S PLACE IN THE PLAN

AUTHOR: Sofia Lamb



Dr. Alexander has agreed to accept both measures of the New Utopian project. He will become a kind of genetic chimera, host to all the minds of Rapture, accessing their talents and memories via the ADAM we have gathered.

And, deriving in part from project W-Y-K, I have developed a new set of behavioral constraints: Dr. Alexander will live to promote the common good... his love and loyalty shall be spread evenly across the entire human race.

For me, that is discipline at great personal cost. For him, at least... it will be instinct.

OUTLIVED USEFULNESS

AUTHOR: Gil Alexander



Well, that's the end of the Alpha Series. The Pair Bond simply worked too well. That madwoman Tenenbaum bit the company hand, turning some of the bonded Sisters human again. Others were... lost to Splicers. Either way, the trauma proved too much for the bonded Protectors, resulting in unreasoning rage, or coma. We can harness their suicidal aggression as foot soldiers... but no more, I'm afraid. Today I saw one kneeling near a Gatherer's Garden and... and crying.

MELTZER'S CHOICE

AUTHOR: Sofia Lamb



Lamb: Ask yourself, Mr. Meltzer... is it better to be summarily executed as an outsider caught within these grounds, or to be united not just with your daughter Cindy, but with the Rapture Family as well?

The choice is yours... I urge you to accept the Protector program. You will live by her side, and remember nothing but your love for her.

Meltzer: ...I wasn't the first to find Rapture, you crazy b#@!*. And I won't be the last. You do... whatever you want to me... as long as I'm with Cindy... I'm... I'm a happy man.

BIG DADDY: RUMBLER

A Little Sister and her Big Daddy have wandered into the ADAM Research Laboratory while you were out collecting plants for Gil. The battle with



this Rumbler becomes exceptionally easier for you if you manage to befriend the Alpha Series that attacks downstairs (if this is not possible, try to at least befriend a Houdini Splicer). Lead him up to the main lab and fire a few Heavy Rivets at the Big Daddy to send your befriended Alpha Series after him. Summon a new Elite Security Bot to replace any that fall in battle and watch for the Rumbler to toss out a Mini-Turret. Splash the Rumbler with Security Command as soon as the Mini-Turret lands to make it target the Rumbler.

If all goes well, the Elite Security Bots, the re-focused Mini-Turrets, and your befriended Alpha Series should succeed in dismantling the Rumbler just as the Alpha Series is about to be slain. Timing it so both the Big Daddy and Alpha Series perish in the same moment is ideal. After all, you don't want to have to kill a Big Daddy only to be faced with an Alpha Series who no longer wants to be your friend! If you don't have Hypnotize 3 and can't befriend an Alpha Series, then rely on Heat-Seeking Rockets and Proximity Mines, just as you have done in the past. Also, put your Telekinesis to use to catch and return the Heat-Seeking Rockets that the Rumbler fires at you!



Audio Diaries

GOODBYE, DR. ALEXANDER

AUTHOR: Eleanor Lamb



Mother has destroyed Doctor Alexander... she tried to Splice him into some kind of living saint who would calculate the common good and adhere to it tirelessly. But now he's become... something unspeakable. Mother's philosophy is just as corrupt as Ryan's. By her standards, it would be better to have the entire world equally miserable than to allow us to strive in our own behalf.

I have to get out of here.

BETRAYAL

AUTHOR: Andrew Ryan



I... visited Eve's Garden today... it ended poorly. My seed... sold to the enemy. The motive of the whore, as yet, eludes me. But Atlas approaches... and come what may, I will not be made a slave. I wonder... in recording, do I confess? Just now, Sinclair saw me in the corridor, perhaps reading my face. The bastard looked me right in the eye... and suggested I make an appointment with Doctor Lamb.

BIG SISTER

AUTHOR: Gil Alexander



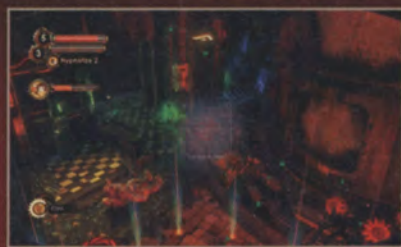
We put our eldest Sister through a new regimen of physical and mental conditioning, and suited her up with modified Protector equipment of my design. The younger ones have dubbed her a "Big Sister."

Sadly, this is a stopgap. Between rogue Splicers and the aging of the girls, we'll run out of viable Little Sisters soon. After that... the surface may be our only source...



LITTLE SISTER ENCOUNTER

GATHER #1: NEAR GIL'S TANK IN THE ADAM LAB

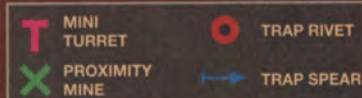
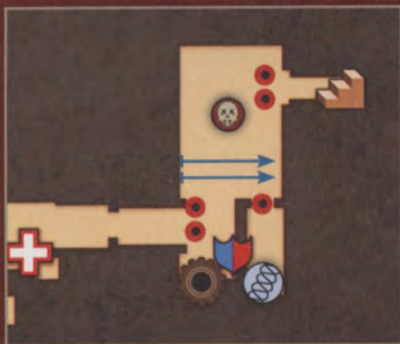


This Gather corpse is on the floor in front of Gil's Sea Life Tank, near the Gatherer's Garden machine. String up several Trap Spears at the base of the two sets of stairs flanking the corpse and also near the area coming in from the showers. Place numerous Trap Rivets or Cyclone Traps on the floor around the corpse and a Mini-Turret nearby too, then set the Little Sister down. Charge up Hypnotize just in case a Houdini Splicer manages to penetrate your defenses, otherwise just stand back with the Machine Gun or Shotgun in hand and



play defense. Many of the Leadhead Splicers and Houdini Splicers that attack emerge from the direction of the showers and the airlock up the stairs. Your Elite Security Bots should flush them out and distract them. Chances are good that your Little Sister survives this without a single hair on her head being harmed.

GATHER #2: IN THE SHOWERS AREA



Make a quick return trip to the showers area and lay your defenses around the entrance to the area and the Patient Observation Room where the controls are. It's very unlikely that any Splicers come up the stairs leading from the showers themselves, especially if you have two fresh Elite Security Bots patrolling the area. Set the Little Sister down and stand to the north of her, watching closely for any Splicers that make it down the steps or out of the control room. Your Trap Spears and Trap Rivets should hold them off, and if not, it shouldn't take more than a single blast of Phosphorous Buck to finish them off!

LIVE TEST FACILITY

Continue south from Gil's tank to the Live Test Facility and hurl a fireball at the fuel spill near the Splicers in the room below. Descend the stairs carefully, as there is a RPG Turret under the landing on the right as you come down the steps. Scour the area for ammo and money, then move east to the room where the holding cells are located.

BIG DADDY: RUMBLER

You'll encounter this final Pair Bond in the holding cells area of the Live Test Facility. Befriend one of the Splicers in the room and lay down a couple of Proximity Mines before firing the first shot. With any luck, the Rumbler will be at the far end of the hall and you'll have room to maneuver—the confines here are pretty tight. Fire a Heat-Seeking Rocket at it to get the fight started.

The Splicer and Elite Security Bots on your side inflict most of the damage, as do any Frag Grenades or Heat-Seeking Rockets you fire at it. Remember to use Security Command to turn the Rumbler's Mini-Turrets against it. Searching the corpse of this Big Daddy reveals the "Meltzer's Choice" Audio Diary and brings closure to the Mark Meltzer storyline—as it turns out, you just defeated the man who came all this way from topside to be with his daughter Cindy. He finally succeeded, only to be struck down by you not long after being inducted into the Protector program.



LITTLE SISTER ENCOUNTER

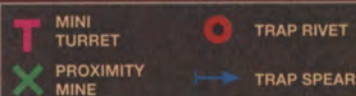
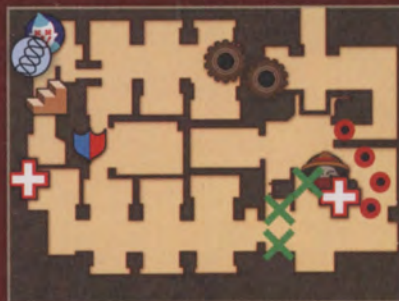
GATHER #1: WHERE THE PAIR BONDS ARE JOINED



The Gather corpse is located right near the third ADAM-infused plant, beside the seats where the Gatherer and Protector Candidates are joined. Place Trap Rivets on the floor atop the steps on either side of the corpse and summon your two Elite Security Bots. You're very likely to encounter another Big Daddy roaming the area. If so, use Hypnotize 3 to befriend him, then stand back and watch as your new pal does everything he can to protect

you and therefore the Little Sister you're watching over. Deploy a Mini-Turret near the Gather corpse to be on the safe side, and be ready with a Heat-Seeking Rocket in case your Big Daddy friend turns against you.

GATHER #2: OUTSIDE THE SECURITY BOOTH IN THE LIVE TEST FACILITY



This is the final Gather to perform in the game and also the most difficult. Your assailants here are primarily Alpha Series and Houdini Splicers. The best way to defend the Little Sister—and yourself—is to befriend either a Rumbler or Alpha Series. Fortunately, there are plenty of them walking around this area of Fontaine Futuristics, so you shouldn't have a problem using them to fend off one another. With any luck, they'll even take their fight behind the closed door of the Live Test Facility. Lay a couple of Proximity Mines down near the Gather corpse

just in case, and have your Elite Security Bots ready. It doesn't hurt to scatter a couple of Cyclone Traps around the area as well. Stand back in the corner near the Health Station with the Machine Gun set to Anti-Personnel Rounds, and rip the Houdini Splicers to pieces with your gun. Keep a fresh batch of Hypnotize 3 charged up and ready to fling at the next Big Daddy or Alpha Series that takes a swing at you.



Collect the third ADAM-infused plant and make your way around the corner towards the Sister Vent. Hack (or destroy) the Security Camera near the broken window, then use Telekinesis to collect the Auto-Hack Dart in the Security Office. Use it to hack the door control panel through the hole in the window. This action unlocks the door in the previous area—the one with the flashing red light.

Drop through the hole in the floor to enter the holding cells area below and quickly kill the Houdini Splicer that unlocks the cell for you. The fourth and final ADAM-infused plant is in the cell in the southwest corner, but don't go there just yet. First, explore the cells on the north side of the room. Hack the Turret behind the cell in the northeast corner and use Incinerate! to melt the ice in the northwestern cell. Continue flaming the ice until the door opens, then head around and go inside to find the Audio Diary and some munitions.

SAFE

Contents: 6 Heat-Seeking Rockets, 65 Dollars, 12 Solid Slugs.



This safe is located inside the iced-over cell in the northwest corner of the holding cells area. Unfreeze the door by using Incinerate! from within the crawlspace behind the

cells (accessed via the northeastern cell) and melt the ice where the Audio Diary and safe are located. The safe is very difficult to hack, but there is a Security Bot Shutdown Panel right outside the cell, so if you fail the hack, just take a couple steps and pull the lever to disable the alarm.

Make your way back up the stairs and around to the Security Office that was locked earlier. Use the Power to the People machine, then gather up the other items nearby and head back to Gil.

SAFE

Contents: 8 Dollars, Frag Grenade, Badanges.

This safe is located in the space behind the northeastern cell, beside the Turret. It's extremely difficult to hack, it costs 90 dollars to buyout, and honestly, doesn't even contain anything valuable. Go ahead and skip it!



DEAL WITH EVERY LITTLE SISTER

There are a total of 12 Little Sisters in *BioShock 2*, including the one that you must deal with as you progress through Rapture. It doesn't matter whether you harvest or rescue the Little Sisters, only that you defeat their Big Daddies and then deal with them one way or the other. Since there is no way to revisit previous locations as you progress from area to area, the number of Little Sisters you forget to deal with in one area become added to the total of Little Sisters available in the next area. For example, there are normally three Little Sisters at Siren Alley and three at Dionysus Park, but if you skip one of the Little Sisters at Siren Alley, there will be four at Dionysus Park for you to deal with. That said, there are no Little Sisters beyond Fontaine Futuristics, so you must deal with every Little Sister available before leaving this area in order to unlock this bonus.

Big Sister is Coming

Dealing with all of the Little Sisters in Fontaine Futuristics brings the Big Sister out of hiding, probably while you're in the Live Test Facility. This location is both a blessing and a curse, as there are plenty of Alpha Series and Rumbler walking around for you to befriend with Hypnotize 3 and use against the Big Sister. The danger in this is that you may suddenly find yourself dealing with a Big Sister and an angry Big Daddy or Alpha Series at the same time. Limit the chance of this happening by befriendng a Big Daddy and waiting, perhaps in the security booth, for all other Big Daddies to vacate the area. Bring the Little Sister to the Sister Vent up the steps and decide her fate there.

You'll have time before the Big Sister arrives to get your Elite Security Bots ready and to place a few Proximity Mines around the area, but not so many as to harm your befriended ally. Utilize the numerous Heat-Seeking Rockets located in this area to bombard the Big Sister repeatedly with this heaviest of firepower. Deploy a couple Mini-Turrets once the battle is half over, as the Big Sister will probably eliminate your befriended Big Daddy and you will need some extra help in case another Alpha Series shows up. Put her on ice with Winter Blast if you feel the fight starting to slip away. Collect the ADAM from her corpse and hurry to a Circus of Values or Health Station to top off your supply of First Aid Kits—this isn't an easy fight to win!



LURE GIL OUT OF HIDING



You now have the ADAM-infused plant bait needed to lure Gil out of hiding. Head to his holding tank, and inject the ADAM-infused plants into it.

ADAM RESEARCH LAB

MAKE PREPARATIONS NOW!

If you thought "Alex the Great" was going to just sit by and let you lure him out without a fight, you're mistaken. Load up on First Aid Kits and EVE Hypos, spread around some Proximity Mines and Trap Rivets, and have your Elite Security Bots ready to battle. Things are about to get ugly!

Return to the control panel in front of Gil's tank and insert the ADAM-infused plants into the delivery mechanism. Though you did exactly what good-guy Gil wanted from you, the part of him that isn't so nice triggers an ambush. Numerous Splicers and no less than three Alpha Series leap into the room to attack. Immediately befriend the nearest Alpha Series and assist him in defeating one of the other Alpha Series and the Leadhead Splicers. The third Alpha Series probably won't attack until the first two have been defeated. This gives you time to repair your Elite Security Bots and to focus. Chances are, this third Alpha Series uses a Launcher—conserve ammo by using Telekinesis to catch its Frag Grenades and throw them back.



Use the controls to perform the genetic extraction and retrieve the Genetic Key that is generated through this process. This key opens the secret entrance to the place where Sofia Lamb is keeping Eleanor.

As for Gil, the choice is yours. His pre-recorded messages instruct you to hit the disposal button and flush him out to sea, but the present-day Gil begs for your forgiveness and wants to live. The choice is yours.

Audio Diaries

THE PEOPLE'S DAUGHTER

AUTHOR: Sofia Lamb



Eleanor's condition may be a blessing in disguise. Early splicing tests indicate zero genetic damage due to her condition as a Little Sister. It appears that she... is our new vessel. This will be no mere personality schism, though... Rapture's genius will be held within her new DNA, able to shift into desired patterns at will.

A Utopian cannot be confined to a single throw of the genetic dice. When needed, she is a composer. A dancer. An engineer. She truly will be the People's Daughter.

UNLOCK THE HIDDEN ELEVATOR



Use Gil Alexander's Genetic Key to reveal the hidden airlock that can take you to Eleanor. The Genetic Key must be inserted into a slot on an oxygen tank, or "OxyFill

Station," that sits on the ocean floor just outside of the Plasmid Laboratory. Head back out through the airlock and open the passage.

HIDDEN ELEVATOR

Exit the laboratory through the Airlock and insert the Genetic Key in the slot on the side of the OxyFill Station. This reveals a hidden Airlock behind the rocks nearby. Go inside, find the Audio Diary on the right, and board the elevator to Lamb's hideout.



FOUND LAMB'S HIDEOUT

Collect the four ADAM-infused plants scattered around the ADAM Research Laboratory at Fontaine Futuristics and insert them into the Sea Life Tank containing Gil Alexander. Fend off the enemies that attack and use the controls to extract a genetic sample from Gil, then retrieve the key. Return to the seafloor and insert the key into the hidden slot on the OxyFill Station pump. Use the elevator beyond the Airlock to enter Persephone, Lamb's hideout.

OUTER PERSEPHONE

Thanks to Gil Alexander's foresight, Subject Delta was able to use the recordings left by him to bypass security and infiltrate Fontaine Futuristics. Gil was in no condition to accept visitors, but his faltering grip on sanity proved strong enough to provide Subject Delta with the instructions needed to extract a genetic sample from the man in the tank. Armed with this sample—and Augustus Sinclair's advice—Subject Delta was able to uncover the secret entrance to Lamb's hideout.

STORY GOALS

1

Find Eleanor Lamb.



2

Defeat the Big Sisters.



3

Escape the holding room.



4

Find the three Big Sister suit parts.



5

Exit the area.



NEW DISCOVERIES

Plasmids and Tonics



Summon Eleanor

Summon Eleanor for a little help.

FIND ELEANOR LAMB



This is it. Eleanor, your Little Sister, is held somewhere inside Lamb's lair, Persephone Penal. You need to reunite with Eleanor to live and, hopefully, escape Rapture. Locate Eleanor Lamb and reestablish your bond.

THERAPY ENTRANCE

Exit the elevator and begin the long walk through the Therapy Entrance corridors. Pick up the Proximity Mine in the corner on the right and continue through the glass-walled walkway to the Power to the People Machine in the distance, near the flames on the left. Use the vending machines on the left to stock up on First Aid Kits, Frag Grenades, and Armor-Piercing Rounds. Make sure you have plenty of EVE Hypos as well: you're going to need them.

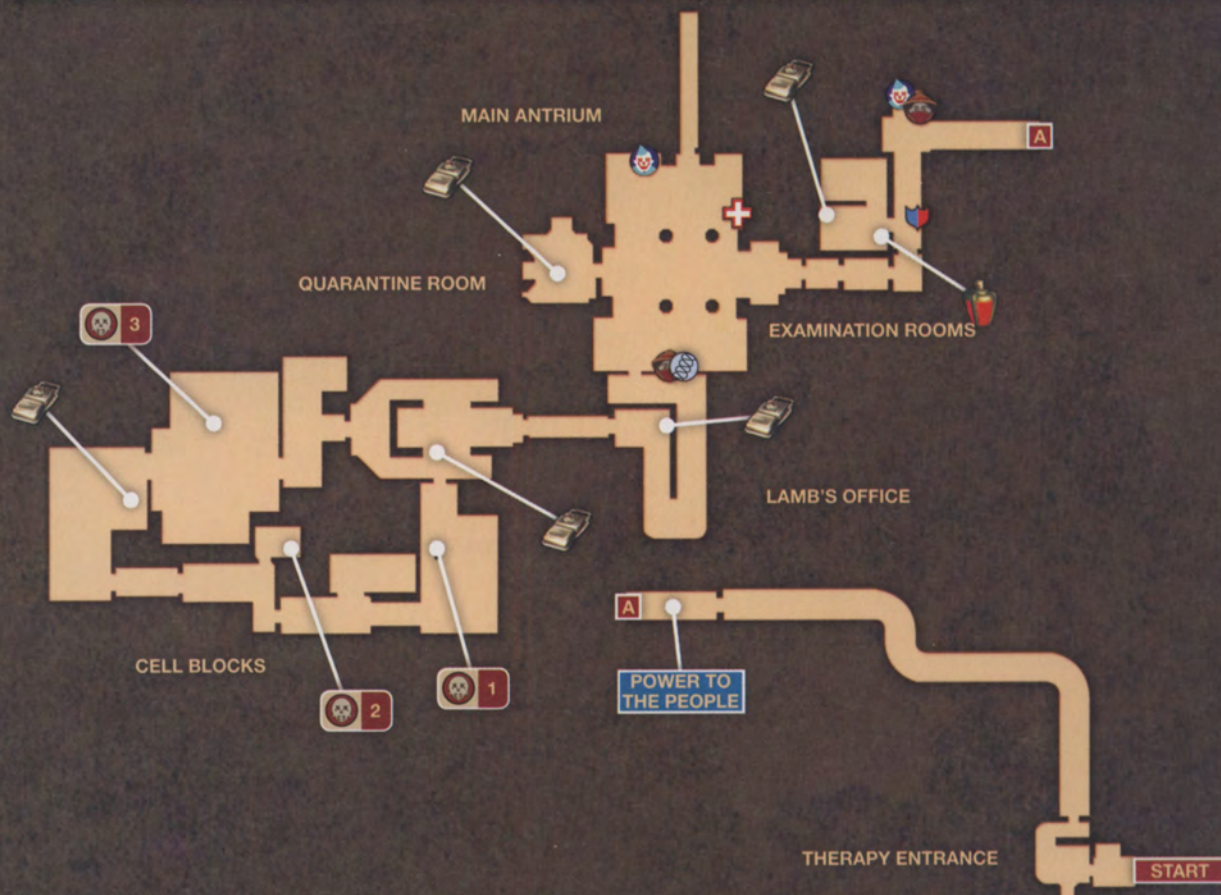


Hack the disabled Security Bot in the hall, then use Security Command 3 to summon another. Continue around the corner past the Examination Rooms to the Main Atrium where Eleanor is being held. Ignore Sinclair's plea for

haste and take a lap around the room, noting the assortment of Bandages and First Aid Kits as well as the fuel drums and gas cylinders. You need to activate the Quarantine Chamber to begin the process of breaking Eleanor free, but first use Telekinesis to move those explosives into the center of the room and place a couple of Trap Rivets or a Proximity Mine near them—that's right, there's going to be an ambush!

Press the button on the side of Eleanor's chamber to activate the Quarantine Chamber, then quickly back away. Get ready for a fight—two Big Sisters are on their way!

RAPTURE DIRECTORY: YOU ARE HERE

HEALTH
STATIONBOT
SHUTDOWNLITTLE
SISTERADAM
GATHER

GENE BANK



PLASMID



SAFE



WEAPON

GATHERER'S
GARDENCIRCUS OF
VALUESSISTER
VENTEL AMMO
BANDITO

AUDIO DIARY



TONIC



CONNECTION

POWER TO
THE PEOPLE

DEFEAT THE BIG SISTERS

Eleanor is locked away in a sealed Quarantine Chamber, which is currently undergoing a decontamination process. Lamb is taking advantage of this situation to execute one last attempt to stop you. Defend yourself against the Big Sisters until the Quarantine Chamber is open.



Audio Diaries

SELLING RYAN SHORT

AUTHOR: Augustus Sinclair



Persephone... secret home o' Sinclair Solutions. I bet against Andy Ryan's vision o' harmony in Rapture—offered him a quiet place to send anybody who wasn't workin' out. And now, I'm sittin' on my own private think tank. Technically, Utopia shouldn't have much use for a detention facility... but if you do business as long as I have... well, you learn to pick a brand name from the writin' on the wall.

MAIN ATRIUM

Kill Two Big Sisters

In theory, this should be the most difficult battle of the game up to this point—after all, you're facing two Big Sisters at once—but it needn't be. Position the fuel drums and gas cylinders in the center of the room in front of the Quarantine Chamber, and place several Trap Rivets and Proximity Mines around them. Set up a decoy in the middle of this monster-sized trap and use the Gene Bank to splice up Natural Camouflage to make sure the Big Sisters don't see you first.

Have your Launcher ready and loaded up with Heat-Seeking Rockets and have Incinerate! 3 charged and set to throw in your left hand. A couple of Security Bots can help further distract the Big Sisters once the initial blast is finished. Keep your distance and strafe back and forth while hurling fireballs and rockets at the Big Sisters. They'll make quick work of your Security Bots, but don't bother summoning any extras unless you run out of Launcher ammo or need to buy time while you scour the area for healing supplies. Remember that you cannot befriend a Big Sister, so don't even try. Just keep hitting them with Incinerate! 3, Heat-Seeking Rockets, and Armor-Piercing Rounds if you run out of the former. Also, it is important to note that this is your last chance to research Big Sisters.



ADAM FOR A RAINY DAY

You might not have a Little Sister to go "gathering" with anymore, but you can still gain an additional +80 ADAM from the two Big Sisters you just dropped. There aren't any Gatherer's Garden machines in Outer Persephone, but that doesn't mean you won't be able to spend it eventually.

By the time you're done with the Big Sisters, the Quarantine Chamber is ready for you to enter. Approach the door to begin the decontamination process and...

ESCAPE THE HOLDING ROOM



When Lamb suffocated Eleanor, your mutual bond broke. Your body is now shutting down, and you may not have long to live. Lamb has taken advantage of this to secure you in one of Persephone Penal's holding rooms. Eleanor, weak as she is, is the only one who can help you now. She has used her power over the Little Sisters to transfer control of one to you. Use the Little Sister's ability to crawl through Rapture's vents to escape the holding room.

LAMB'S OFFICE

MEMORIES OF EDEN

Little Sisters don't see the world around them in the same way that people like Sinclair and Subject Delta do. They see it through the lens of an ADAM-induced haze, tinted heavily by the memories of what Rapture once was. As you control a Little Sister, you are able to go mostly unnoticed by those you see, avoiding any harm that may come to you.

Move about the linen-draped Examination Room to explore this place. Climb through the Sister Vent to exit the room and return to the Atrium. Cross the Atrium to the Sister Vent in the southwest corner and crawl through it to sneak into

Lamb's office. Head down the hall, past Lamb where she sits at the desk, and activate the controls to unlock the room that Subject Delta is in.





Audio Diaries

WITHHOLDING VISITATION

AUTHOR: Sofia Lamb



Eleanor is changing as Delta draws closer. In her sleep, she mutters about having witnessed... moments from his journey here. She is beginning to resist the moral conditioning. Eleanor's bond with Delta is turning her from the Daughter of the People back into a rebellious child, whose voice I do not recognize.

Worse, I suspect Eleanor of... direct involvement in his return. I fear that to separate them... I may have to... to take measures for which I will be... unable to forgive myself.

BLESSING IN DISGUISE

AUTHOR: Eleanor Lamb



Mother says that my condition is a blessing in disguise; she constantly reminds me that I was born for the express purpose of promoting her ideals.

And now she's trying to convince me to begin splicing with the same cocktail that drove

Dr. Alexander mad! She thinks that my condition makes me immune to the damage...

The surface is my only chance at freedom. But Mother took the one person I knew from above and murdered him in front of my eyes... Father. If I could only find a way to bring him back...

BEHIND MOTHER'S BACK

AUTHOR: Eleanor Lamb



I've been quarantined, but Mother's unaware of the extent of my connection to the new Little Sisters. I don't just empathize with them; I can control them directly. They are my hands and my eyes now.

Better yet, we have found Father's body, and took a gene sample. The girls are hiding the samples inside those dolls we used to make. It's only a matter of time before I work out a way to rig one of those Vita-chambers to seek his genetic signature... and then... I can't wait to see Mother's face...

FREEING FATHER

AUTHOR: Eleanor Lamb



Eleanor: We've done it. Father is back... right under Mother's nose. I've contacted a woman named Tenenbaum through my Sisters. We worked out a way to free his mind inside that suit... to awaken the man inside the monster. Mother's entire belief structure is corrupt—and if I know one thing about Father, it's that he will believe in escape.

Lamb: Eleanor. It is time for you to accept your duty to the people. When you awake, you'll understand...

Eleanor: No! Get away from me!

FIND THE THREE
BIG SISTER SUIT PARTS

Eleanor has enough power to help break you out and get you on your feet, but she's still weak from Lamb's attack. In order to help further, she needs to become stronger. She must now

become a Big Sister. Parts for a Big Sister suit are scattered around Persephone Penal. Find the three pieces to complete a suit for Eleanor and take it back to her.



CELL BLOCKS

Head up the stairs to the Common Hall and search the perimeter of the room for a First Aid Kit and some money—they won't do the Little Sister any good, but they'll transfer to Subject Delta's inventory. Collect the Audio Diary from the sub-shaped wagon near the statue of Subject Delta with Gil, then follow the trail of rose petals through the doors to the south.



Approach the "Angel" with the butterflies fluttering about and press the Interact button to perform a very fast Gather. As with the money and items, this +40 ADAM transfers to Subject Delta upon his freeing. Make your way



past the cells and up the stairs to the room on the right. The Big Sister Armor is on the wall opposite the fireplace.



DADDY MEETS AUNT GRACIE

The Little Sister that you're controlling sees the world as Eleanor sees it—influenced by your actions. The statues that you'll encounter pay homage to the decisions you made regarding Grace, Stanley, and Gil. Does the statue you see show a Big Daddy carrying Grace in his arms as if to help her, or does it show something much more sinister? Your actions didn't only shape the form of these statues, but also how Eleanor ultimately behaves when the Big Sister suit is presented to her.



The door near the two art-lovers is short-circuiting and won't stay open long enough for you to enter the room on the other side. Use the nearby Sister Vent to enter this room and collect the +40 ADAM from the Angel inside. Flip the circuit breaker to exit the room.



The **Big Sister Helmet** is on the table near the second statue, the one showing Subject Delta and Stanley Poole. Approach the statue to briefly shatter the dream-state that the Little Sister is in and to see Persephone Penal for what it really looks like. It is in this break to reality that the Big Sister Helmet can be found.

Climb the stairs to where the other art-lovers are located and turn to the right to spot a third Angel, worth another +40 ADAM. Exit the room to the hallway to the east and head past the door on the right to the end of the hall, where the **Big Sister Weapon** can be obtained. Return through the Common Hall and Lamb's office to the Atrium. Enter the Quarantine Chamber to give Eleanor the Big Sister suit.



Eleanor soon makes her way to the Examination Room and breaks Subject Delta free. Take the **Summon Eleanor** Plasmid (and the eighth and final Plasmid Slot) from Eleanor as you exit the room.



REUNION

Control the Little Sister in Persephone and gather up the three Big Sister suit parts. Bring them to Eleanor in the Quarantine Chamber so she can break Subject Delta free from the Examination Room. Take the **Summon Eleanor** Plasmid from her to complete the reunion. Now you can be with her whenever you want.

EXIT THE AREA

You have reunited with Eleanor, but your body is still falling apart. You need to get out of Rapture if you have any chance of survival. Eleanor says you must meet with Sinclair in order to escape. Exit the area through the bulkhead door in the main Atrium.



A TEDDY BEAR FOR DELTA

The items you collected as a Little Sister are inside the Teddy Bear sitting near the door leading out of the Examination Room. Be sure to pick it up before making your way back towards the Atrium.

Now that you are back in your own body and have your faculties once again, go ahead and summon a pair of Elite Security Bots and grab the Research Camera. Head to the Atrium to encounter a pair of Brute Splicers that are about to attack. Summon Eleanor, then begin filming them. Switch to Phosphorous Buck or Frag Grenades and help Eleanor finish them off. Perform a quick sweep of the room to gather any items you didn't need earlier, and head for the door leading north to Inner Persephone—it's time to meet up with Augustus Sinclair.



INNER PERSEPHONE

A secret penal colony hidden away underneath Rapture, constructed to hold any political dissidents who opposed Ryan. Rapture's original plan did not include a prison, but the need for one became apparent almost immediately, despite Ryan's own distaste for the idea. Augustus Sinclair anticipated this need and built Persephone soon after Rapture's founding. In short order, Ryan populated the place with a bustling prisoner population. Dissidents effectively "disappeared" from Rapture society, giving Sinclair free rein to use them as experimental test subjects or simple slave labor.

One such prisoner was Sofia Lamb, sent to Persephone for speaking out against Ryan's principles of self-interest. Lamb began offering her psychological therapy services to other inmates and eventually built up a strong enough following to stage a revolt, throwing Sinclair and his supporters out of Persephone entirely. The last Sinclair saw of Persephone, Lamb had taken control of the place and all its inhabitants, to unknown ends...

An imposing security tower overlooks the Holding Wing. The Infirmary and Therapy Wings provide treatment for Persephone's inmates. Sinclair's clandestine escape vessel is stored at the facility's Docking Platform in the center.

STORY GOALS

1

Head to the Docking Platform.



5

Find the Pediatric Ward in the Therapy Wing.



2

Get to the Holding Wing.



6

Find the Pediatric Ward in the Infirmary Wing.



3

Get the key from Sinclair.



7

Return to the Docking Platform.



4

Use Sinclair's key in the tower.



NEW DISCOVERIES

Plasmids and Tonics



Elemental Vampire

Your Level 3 elemental streams siphon off health from your enemies.



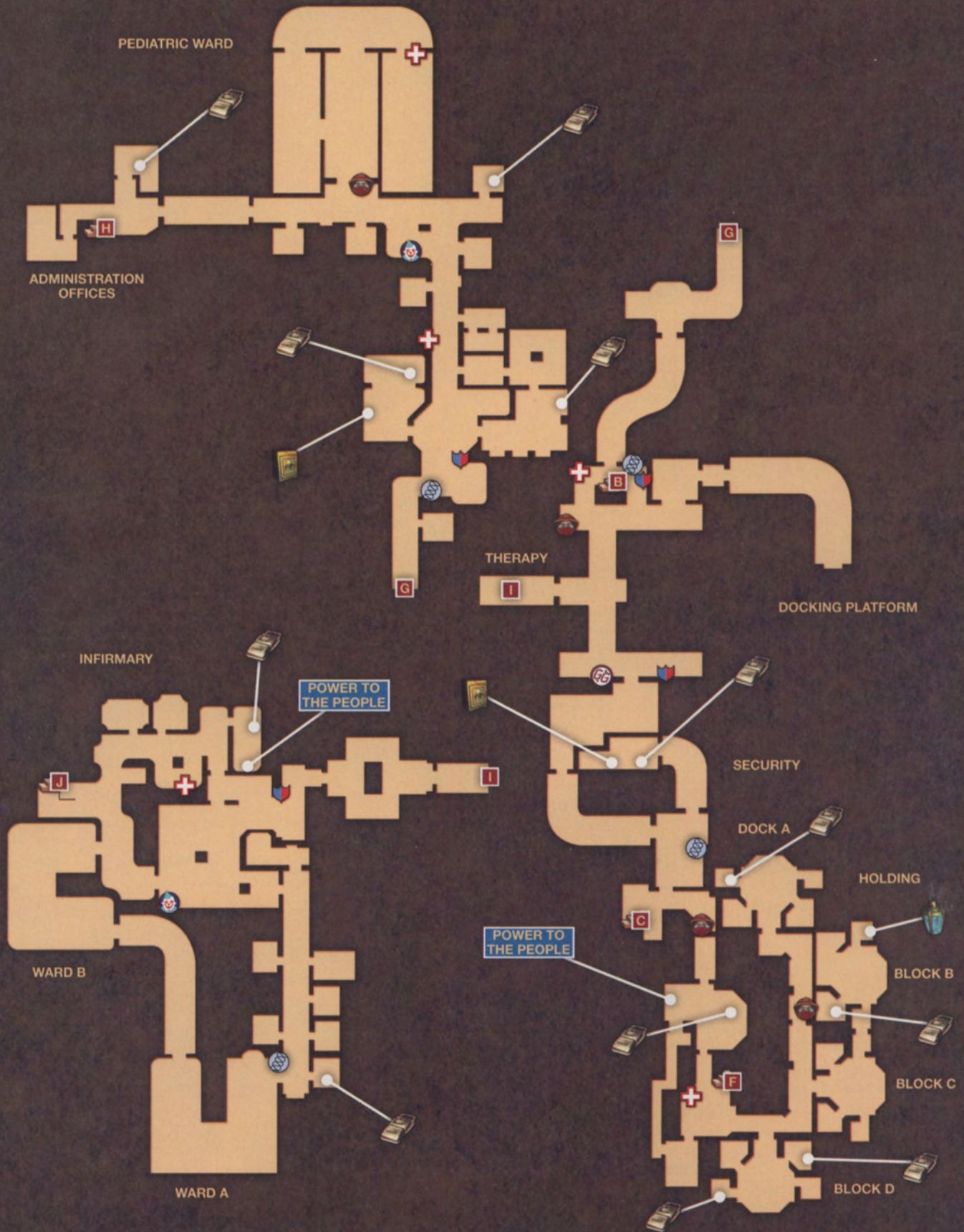
Elemental Sponge

When you are damaged by elemental attacks, you gain a small amount of EVE.

RAPTURE DIRECTORY: YOU ARE HERE



- | | | | | | | | | | | | | | | | |
|--|-------------------|--|------------------|--|---------------|--|-----------------|--|-------------|--|---------|--|------------|--|--------|
| | HEALTH STATION | | BOT SHUTDOWN | | LITTLE SISTER | | ADAM GATHER | | GENE BANK | | PLASMID | | SAFE | | WEAPON |
| | GATHERER'S GARDEN | | CIRCUS OF VALUES | | SISTER VENT | | EL AMMO BANDITO | | AUDIO DIARY | | TONIC | | CONNECTION | | |



HEAD TO THE DOCKING PLATFORM

You have been reunited with Eleanor Lamb, but your body—and Rapture—are falling apart around you. Sinclair is missing. Follow Eleanor upstairs to try to find out what has happened to him.



This is it, the inner core of the Persephone Penal Facility. Sinclair is believed to have headed to an escape vessel, and if Delta and Eleanor are lucky, they'll make it there in time to escape Rapture before it's too late. Sofia Lamb has instructed her Family to set explosives around the facility in an attempt to drop the entire structure into the oceanic trench it's perched over. There's little time to waste—Delta and Eleanor must move fast!

DOCKING PLATFORM

Proceed down the hall from the Atrium to the much larger Inner Persephone area. Gather up the loose items scattered about the floor and move down the hallway on the right to the stairs leading up to the Docking Platform.



Eleanor is waiting by the window. Join her there to learn what she sees—and what Sofia knows. Summon a pair of Elite Security Bots while the gates are locked, and visit the Circus of Values to stock up on any extra supplies you may need.

SUMMON ELEANOR

Be sure to use the Summon Eleanor Plasmid in this part of the game because it is very difficult without it.

Audio Diaries

OUT WITH THE OLD...

AUTHOR: Warden Nigel Weir



Looks like Sinclair's been ousted. He wasn't slick enough to avoid the boot this time, but at least it wasn't a firing squad. Lamb proved she's got the ear of the general population down here, so it would probably be prudent to play along for awhile, see where this goes. She says she'll let me keep my little fiefdom

here in Holding, as long as I agree to help supply her "therapy sessions." No qualms there. These sorry buggers could use some rehabilitation.

GET TO THE HOLDING WING

Eleanor has discovered Sinclair's escape vessel moored off of the Docking Platform in the Persephone Penal Facility. However, Sofia Lamb has locked down the entire facility and is determined to make you all die together. The controls to override the security curfew are located in the Holding Wing. Find a way inside the Holding Wing so you can open access to Sinclair's lifeboat.



SECURITY OFFICE

Move up the stairs on the north side and hack the Turret in the middle of the Docking Platform area near the control panel, then befriend the Brute Splicer. Together with your Elite Security Bots, the Brute Splicer can make quick work of the other Splicers. Cross the room to the south, past the Infirmary and Therapy Wings towards the Holding Area. Pay a visit to the Gatherer's Garden to spend the ADAM you collected in the previous chapter— Perhaps you'll want to upgrade to Telekinesis 3?



Continue south towards the Holding Wing and use the Hack Tool through the broken window to hack the Door Control Panel flashing inside the Security Office. Continue through the hallway to Block A and turn left at the booking desk to enter the Security Office.

SAFE

Contents: 4 Frag Grenades, 76 Dollars, 63 Armor-Piercing Rounds.



The safe is inside the Security Office and can be a tricky hack if you don't have the suite of hacking-based tonics spliced. Consider using the Auto-Hack Dart on the

floor of the office to get into the safe. The nearest Security Bot Shutdown Panel is located near the Gatherer's Garden in the Docking Platform.

Press the Prisoner Acceptance button in the corner of the booking office. This action unlocks the door to the Holding Wing and prompts another communiqué from Sofia Lamb.

GET THE KEY FROM SINCLAIR



Lamb has converted Sinclair into an Alpha Series under her control, and given him the key to override the security curfew. Without the key, you can't board Sinclair's lifeboat and leave Rapture with Eleanor. He is trying to escape from you through the Holding

Wing, and you need to chase him down to get the key. He probably won't go quietly, so expect resistance along the way.

FIRST TWO DIGITS

AUTHOR: Mattson



The Warden's ignored my warnings for far too long. I'm taking this into my own hands—I've secured a Hack Tool to nullify his Turrets and subvert the bots. I also figured out the code. It's two, six...

NO MORE HOPE LEFT

AUTHOR: Parson



It's time to leave this place. I held out hope for months that I'd see my family again, but it seems like this rope is my only ticket to freedom. I'm sure Ryan has seized the bookstore, no telling where Gloria and Billy will have to... live... Can't seem to form a complete thought anymore. Can't sleep with that glow coming in the windows.

Things out there watching us. Maybe I'll get to sleep now...



Audio Diaries

THE DEFINITION OF DESPAIR

AUTHOR: Thomas



This place is the absolute definition of despair. Here we are, locked away from the outside world, suspended over a pit with no hope of release. And what's our charge?! Ryan has no room for differences of opinion in his precious Rapture? I hope the whole place comes crashing down around his ears.

Test out your new Telekinesis 3 Plasmid with the Leadhead Splicer up ahead—grab her close, release the Fire Plasmid button halfway to move her in front of the reticule, then open fire! It doesn't get any easier than that! Continue through the dripping Laundry Room to the stairs and chase the Alpha Series—Sinclair, presumably—up the steps.

Use Telekinesis to get the Auto-Hack Dart from above the pipes in the showers, then continue east into South Quad of the Cell Block. Sinclair is in the Security Tower on the left.

HOLDING WING



Descend the steps towards the Cafeteria and summon Eleanor to your side. Take out the Splicers inside the room opposite the Vita-Chamber and hack the Security Camera on the right before going any further. Cross the Cafeteria and continue through the kitchen

and down the stairs to the maintenance tunnel. Melt the ice near the freezers to collect a number of Proximity Mines, then turn your fireballs on the Brute Splicer across the room.



Audio Diaries

A TRADE

AUTHOR: Dodge



Hey Murphy, it's Dodge. A little birdie told me you found out the Warden's code. Send a message to my cell in Block A telling me where you hid the code, and I'll consider your debts paid.

CELL BLOCKS

MULTIPLE SOLUTIONS TO THE SINCLAIR PROBLEM

There are a half-dozen ways to get the key from Sinclair inside the Watch Tower. For starters, you could locate the pair of Audio Diaries that each reveals two of the digits to the keycode needed to unlock the door. Another option is to find the keycode in the third toilet tank on the left inside the bathrooms. A more direct option is to go upstairs, use the Hack Tool to unlock the door, then throw a Mini-Turret at him. If you're out of Hack Darts, you can even use Telekinesis and the Smuggler's Crates to create a series of steps for you to climb right up and hack the door physically. And yet there is another option—perhaps the best of all. Keep reading...

The area Sinclair has locked you inside is comprised of two halves. The southern half, near Solitary Confinement, has stairs that lead directly up to the locked Watch Tower where Sinclair is located. The north side has unlocked access to the Watch Tower atop a crumbled pile of rubble. Though you can rush right into any one of the solutions mentioned in the box on this page, you may want to consider a more methodical approach.

Begin by searching the lower portion of Solitary Confinement for the **Elemental Vampire** tonic. Once you have it, continue up the stairs to Block D and search the cells for Audio Diaries about the code. One mentions the first half of the code, whereas the other instructs a prisoner to leave a clue for the code's whereabouts in Block A.

A NEW COCKTAIL

If you've been making full use of your tonics and Research Camera, it's possible that you have completed all of the Research Tracks by this point. If so, head to the Gene Bank and replace the research-oriented tonics with ones more conducive for combat and self-preservation.

Search the rest of Block A and slip through the hole in the wall to Block B. You can find the full keycode to the Watch Tower on the wall in the cell straight ahead (2673), right next to the **Elemental Sponge** tonic. Though you now have the code, there are still some places left to search before using it. Head to the South Quad via the upstairs walkway and enter Block A. Kill the Elite Brute Splicer and gather up the Heat-Seeking Rockets and other munitions in the cell on the left. The Audio Diary here indicates another keycode location (not that you need it at this point).

Drop off the walkway in the South Quad and enter the padded cell with the prisoner sitting on the floor. Enter the crawlspace through the hole in the wall to find another Audio Diary and Remote Hack Dart.

Go back to the area where you first got locked in, near the Gene Bank, and go upstairs. Place a Proximity Mine or two near the locked door to the Watch Tower, then pay the \$5 to enter the bathrooms and search the third tank on the left for the hidden code and a number of items. Now, rather than going up to the door and entering the keycode manually, use your Incinerate! Plasmid to melt the ice in the bathrooms and enter the tunnel behind the walls. This section leads you right to the Watch Tower.



FIGHTING SINCLAIR

Augustus Sinclair is roughly 250% stronger than a typical Alpha Series, and if you're going to take him on face-to-face, then you had better set some traps before you flush him out of hiding. Follow the strategy outlined here, and you won't even need to fire a single shot at Sinclair in order to kill him. Use Proximity Mines, a couple of Security Bots, and a Mini-Turret, then let the hacked Turret in Block D finish him off!

Travel to the end of the tunnel, to the window looking into the Watch Tower, and use the Hack Tool to hack the Security Bot on the floor in front of the Power to the People machine. Toss a couple of Mini-Turrets into the room and light the fuel spill on fire. This forces Sinclair (remember, he's an Alpha Series now) to unlock the door and flee towards Block D. The Security Bot will probably chase him down and finish him off, but if not, the Turret you hacked earlier will.



Exit the tunnel and enter the Watch Tower to pick up another Audio Diary and (more importantly) use the Power to the People machine. Go after Sinclair and take the key from him.



Audio Diaries

A GENEROUS OFFER

AUTHOR: Murphy



Gee, Mr. Dodge, that's quite a generous offer. I hid the code in the community bathroom, in the tank of the last toilet on the left. I also stashed some other loot there for a rainy day. It's all yours. Good luck usin' the code.



LAST TWO DIGITS

AUTHOR: Connor



I caught a glimpse of the Warden entering the code to the tower today. Last two digits were seven and three. Didn't catch the rest... maybe I can figure it out, trial and error. Wonder how long that'd take.

MAGIC SAUCE

AUTHOR: Warden Nigel Weir



Lamb's attention seems to have drifted from my prisoners to her daughter. Guess she figures they're irredeemable. Now I got guys clamoring for their next fix of ADAM, and I've gotta put teeth to squeeze any out of the good Doctor. Guess I'm lucky her treatments kept them too weak to storm the tower, or they'd have my guts for garters.

FIND THE PEDIATRIC WARD IN THE THERAPY WING



Submersibles like Sinclair's escape vessel require their water ballast to be pumped out before they can surface. Lamb has sabotaged the ballast pumps, so the ship isn't going anywhere.

Eleanor is powerful enough to heat the water to boiling, but she needs a large ADAM supply to power her abilities. There's a Pediatric Ward in the Therapy Wing that's still home to Little Sisters that Lamb was experimenting on. Find the Pediatric Ward in the Therapy Wing so they can help Eleanor.

USE SINCLAIR'S KEY IN THE TOWER



Now that you have the key from Sinclair—you can use it to end the security curfew, so you can access the vessel and escape to the surface. The only catch is that overriding the security curfew

has the unpleasant side effect of releasing all the prisoners in the Holding Wing. Use Sinclair's key at the control panel in the Security Tower, but be on guard.

THERAPY WING

Travel north from the Docking Platform through the glass corridor to the Therapy Wing. Have a pair of Elite Security Bots on hand to deal with the Splicers that attack.

RECREATIONAL THERAPY KEYCODE

Search the corpse sitting near the window to discover the Audio Diary that mentions a hint for the keycode in this room. The code is based on the



numbers of body parts in the paintings on the wall. Count the number of brown legs, red mouths, blue arms, and green eyes. Or simply enter the code "4146."

HOLDING WING

Use the key to override the security curfew. The Watch Tower then automatically shutters for a couple of moments, and all of the prisoners—most of which are Alpha Series—are released. Summon Eleanor and a pair of Elite Security Bots while you are waiting for the doors to reopen, and have your Incinerate! and Armor-Piercing Rounds on hand.

Fight your way past the Alpha Series down the stairs from the Watch Tower, then back through the Laundry Room and Cafeteria en route to the Docking Platform. Repair the Elite Security Bots along the way to



keep them healthy. With these Bots, and Eleanor's help, you should have no problem making it back to the Docking Platform.

Audio Diaries



A SIMPLE QUESTION

AUTHOR: Dr. Edward Grimes



Doctor: Name...?

Patient: Wha? Where am I? What the f@#\$ did you do with my wife?!

Doctor: Name...?

Patient: Let me out of this ch—

Doctor: Name...?



Audio Diaries

LEGS, MOUTHS, ARMS, AND EYES

AUTHOR: Harold Darby



With this damn faulty memory of mine, I need to record a clue so I don't forget the keycode. Brown legs, red mouths, blue arms, and green eyes. Now to secure this log somewhere. Argh!

SAFE

Contents: 125 Dollars, 5 Heat-Seeking Rockets, 3 Proximity Mines.



This safe is locked away inside a closet in the Recreational Therapy Room. Listen to the Audio Diary on the corpse in the chair to get a clue about the combination for this locked door. The keycode is based on the paintings on the wall near

the easels. Enter the code to access this safe, as well as several other valuable items.



Audio Diaries

DESTRUCTIVE LEARNING

AUTHOR: Eleanor Lamb



Hello, mother. As you've always said, I shouldn't be allowed to wander the city in my condition, but without going outside, it's harder to hear much about the world—so I'm learning at home!

This, I think, is a... porcelain tea service in the style of Louis the 15th, isn't that right? (shatter)

Now that's a fascinating sound!

And this is called a "stained glass window," hand-crafted by your adoring flock... they've gone to a lot of trouble to capture your likeness, haven't they? (shatter)

SACRIFICES

AUTHOR: Augustus Sinclair



Things aren't so rosy for Lamb's little collective farm down here, no matter how much influence she's got with the inmates. She keeps feedin' Ryan more an' more o' her people for the Big Daddy program in order to keep the rest of her flock alive...

I think she's gettin' desperate. I oughta have Weir double the orderlies on all the major junctions.

A STRATEGEM FOR SINCLAIR

AUTHOR: Andrew Ryan



Need I remind you, Sinclair, that Lamb is your problem now? She is no longer a citizen of Rapture.

That was the proviso—you wanted her expertise, and now you have it. Ryan Industries is your client... and we require test candidates from among your charges. The Protectors are... short-lived.

Lamb would be a messiah, correct? Well. Sell her a sacrifice to save the flock.

Make your way north through the Therapy Wing while checking out the Intensive Treatment Room and the many cells on either side of the hallway. There aren't any additional enemies in this area—aside from the two that attack upon your arrival, so don't worry too much. Proceed through the door near the El Ammo Bandito to enter the Pediatric Ward.

REPORT TO THE OFFICE

Make a side trip down the hall to the Administration Offices before visiting the Pediatric Ward. There is a pair of Audio Diaries here as well as the mother lode of supply and munitions stashes in the basement. Summon Eleanor for protection and scour the area for loot. Pay special attention to the Pneumo Mail Tubes and the upstairs office. You should definitely use an Auto-Hack Dart to enter the latter, since the Door Control Panel is extremely difficult to hack.

After you enter the Pediatric Ward, immediately summon Eleanor and a pair of Elite Security Bots. An Alpha Series attacks from across the room, followed by a number of Houdini Splicers, a Brute Splicer, and probably another Alpha Series. Use Telekinesis to pick up the gas cylinders beyond the broken glass window on the left and hurl them at the Alpha Series while Eleanor and the Security Bots take care of the others.

Once the room has been cleared out of enemies, press the Call Button on the right to signal that it's okay for Eleanor to deal with the Little Sisters. The room where the Little Sisters sleep is inaccessible, but you can watch Eleanor deal with them through the window. You'll even gain some ADAM as she does it!



FIND THE PEDIATRIC WARD IN THE THERAPY WING



Submersibles like Sinclair's escape vessel require their water ballast to be pumped out before they can surface. Lamb has sabotaged the ballast pumps, so the

ship isn't going anywhere. Eleanor is powerful enough to heat the water to boiling, but she needs a large ADAM supply to power her abilities. There's a Pediatric Ward in the Infirmary Wing that houses Little Sisters that Lamb was experimenting on. Find the Pediatric Ward in the Infirmary Wing so they can help Eleanor.

INFIRMARY WING

Return the way you came to the Docking Platform and prepare for a fight. Head up the steps towards the Turret you hacked earlier and summon Eleanor to your side before the Alpha Series and Splicers attack. The entrance to the Infirmary is to the west, through the doors near the Turret.

HEALTH UPGRADE, DADDY?

Visit the Gatherer's Garden with the ADAM you received from your visit to the Pediatric Ward and consider spending it on the final Health Upgrade if you haven't already done so.

Enter the Infirmary Wing and quickly hack the Security Camera on the right. Ignore the locked gates on the right for the Pediatric Ward and Quarantine Area for now and continue left, towards Ward A. Check the office on the left for ammo, then continue down the hall, past the patients' rooms to Ward A.



HARMLESS AND SAD

Not all of the inhabitants of Persephone Penal are dangerous. The patients you encounter in Ward A and Ward B will leave you alone. You can kill them if you like, but you won't get any items off them. You may want to save the EVE and bullets.



Audio Diaries

SUCH FREEDOM

AUTHOR: Wilson



Delta was in top form today! The guards tried to make him take another dose of whatever the hell it is they're pumping into him, and he managed to take all four of 'em at once. Snappin' legs and arms, blood EVERYwhere. They say one of the guys might not even wake up. I wish I could be that free...

MY PRISON

AUTHOR: Warden Nigel Weir



Guess I had the wrong of it, when it came to Doctor Lamb... she explained how my cravings for control were rotting me out from the inside. We found all these incidents in my log where I made it easy for a convict to get the jump on me, just so I could bloody punish him. Christ.

But I believe I can do some good down here, now... with the Family... well, we have a shot at surviving that f@#\$%^& bedlam going on up there. Maybe even take the city back.

THEY FEEL PAIN

AUTHOR: Dr. Edward Grimes



One of the children managed to dart past the nurse today and throw herself over the railing in the lobby. Not certain if she was trying to end her own life or merely escape. Either way, her legs had healed by the time I managed to get down to the first floor where she lay.

Without proper setting, the rapid healing process had fused her bones back together at odd angles. We had to re-break and set them almost a dozen times each due to the small window of viability. Those children may be immortal, but I can verify that they feel pain. Advising Lamb on higher doses of sedatives to keep this from happening again.

ALLEVIATING PAIN

AUTHOR: Dr. Edward Grimes



My first inclination when Lamb gave me my mandate to alleviate pain was to block its neural pathways. The preliminary results were promising, too, until some of the children started chewing their own tongues off out of ignorance. Need to sequester them away from the others so as not to cause

undue stress on the remaining subjects.

Make your way through Wards A and B to the room beyond the locked gates you saw earlier. Press the button on the right to unlock the gate there, then continue left past the stairs leading up to the Pediatric Ward, and inspect the Quarantine Area. Summon Eleanor and press the button on the back of the column to open the cells. This frees a few Alpha Series to attack, but together with Eleanor and your Elite Security Bots, they shouldn't pose a problem. Hit them with Incinerate! 2 (or charge it for a steady fire stream) and finish them off with Armor-Piercing Rounds or Frag Grenades.



Enter the last room in this area to locate the final Power to the People machine in Rapture, along with another Audio Diary. Search the cells and under the stairs for Heat-Seeking Rockets and other munitions, then climb the stairs to the second floor of the Infirmary.

Have the Hack Tool ready before you go through the door to the Surgery Room atop the steps—there's a Security Camera across the room, pointed directly at the entrance.

SAFE

Contents: 55 Dollars, 4 Solid Slug, 37 Armor-Piercing Rounds.



Continue through the Surgery area upstairs and round the northeast corner to the right to enter another reception area. This safe is behind the counter, out of sight.

There is a Security Bot Shutdown Panel just through the doors on the right, but it's best to use an Auto-Hack Dart anyway. This can be a tough one to crack.

PEDIATRIC WARD



Proceed through the doors near the desk to loop around to the Pediatric Ward near the Autopsy Room. Enter the lengthy hallway heading west, and summon Eleanor for the fight ahead. Summon a pair of Elite Security Bots again as well, then ready Incinerate! and the Launcher. Go through the door at the end of the hall to enter the Pediatric Ward.



The procedure here is just as it was in the Therapy Wing—defeat

the Houdini Splicers and Alpha Series that appear, then press the Call Button to signal it's time for Eleanor to free the Little Sisters. This Pediatric Ward has two long walkways flanking an inaccessible central dormitory where the Little Sisters are located. Eleanor and the Security Bots take out the first few enemies to appear. Stay on the move and give help where you can. Several First Aid Kits and EVE Hypos can be found in the rear of the room near the Call Button.

Exit the Pediatric Ward and leap back down to the Quarantine Area below. Return to the Docking Platform to reunite with Eleanor there.

RETURN TO THE DOCKING PLATFORM

Eleanor now has what she needs to boil off the ballast from Sinclair's escape vessel. Once she does this, the vessel should be able to get you all to the surface. Return to the Docking Platform so that Eleanor can start venting the ballast.



DOCKING PLATFORM

LAMB'S FINAL ASSAULT

The biggest battle in the game is about to happen, and you're going to be on your own for a few moments while Eleanor is busy. Make sure you are fully stocked with EVE Hypos and First Aid Kits, and that you have a pair of Elite Security Bots on hand and as much ammo as you can possibly carry.

Return to the Docking Platform and visit the Gatherer's Garden to spend the +50 ADAM received from Eleanor while rescuing the Little Sisters. Head downstairs and approach the window to meet Eleanor. She'll bring the Little Sisters into the chamber with her and begin boiling off the water. Lamb is going to send an army of Houdini Splicers, Alpha Series, and Elite Brute Splicers your way. Get ready for them!



Lay a few Mini-Turrets and Proximity Mines on the floor in the center of the room and have the Hypnotize 3 Plasmid charged and ready to throw at the first Elite Brute Splicer or Alpha Series that you encounter. Use Incinerate! 3 and the Machine Gun loaded with Anti-Personnel Rounds to cut through the enemies as they approach. Hold both the Fire Plasmid and Fire Weapon buttons down while targeting an enemy to dispatch it quickly. This also keeps you good and healthy, provided you equipped the Elemental Vampire tonic.



Eleanor lets you know when she's done boiling off the water and can join the fight. Use the Summon Eleanor Plasmid to get her help. Switch to the Launcher and continue to make your way upstairs towards the control panel near the Turret. Fire the Heat-Seeking Rockets (hopefully with the Cluster Bomb Upgrade) at the Elite Brute Splicers that continue to join the fight. Listen for the cue, then pull the lever on the control panel to release the clamp.



The Docking Platform is now starting to flood, and the door to the vessel can't open because of the water. You must break the two large overhead pipes in order to flood the Docking Platform to equilibrate the pressure. Use the Launcher's Heat-Seeking Rockets to break the two sections of glowing pipe to flood the place.

Now you can make your escape. From the control panel, circle around the upper walkway to the left, past the stairs, and over to the door near the sign marked Docking Tunnel. Head down this hallway to end the game.

HEADING TO THE SURFACE

You've succeeded in helping Eleanor free the Little Sisters from the Pediatric Wards and boil off the water in the vessel's ballast. You made your way down the hallway to the Docking Tunnel after flooding the Docking Platform and completed the game.

ESCAPE

This bonus unlocks during the final cinematic, providing you with one more award for completing the game. It luckily unlocks regardless of difficulty setting or how many times you died.

SPOILER WARNING

The following descriptions detail—and reveal—key components of the game's finale. This information is included here so players know what decisions they must make during the course of play to force a specific ending. If you do not wish to read anything about the ending of the game, then stop reading now and page ahead to the next chapter.

STORY CONCLUSIONS

SISTERS AFFECT ENDING

The decisions you make during the game concerning how you deal with the Little Sisters and the choice characters (Grace, Stanley, and Gil) affect various components of the final chapter, but the final ending cinematic is based entirely on your choice regarding the Little Sisters.

- **Good Ending:** If you rescue all the Little Sisters you deal with, you get the good ending.
- **Bad Ending:** If you harvest all the Little Sisters you deal with, you get the bad ending.
- **Choice Ending:** If you harvest at least one Little Sister and rescue at least one Little Sister, you get the choice ending where you can determine your fate. Choose to die to get the ambiguous ending. Choose to live to get the bad ending.

ELEANOR'S BEHAVIOR

You may not have realized it, but Eleanor was watching how you treated those Little Sisters and the choice characters. She was learning from you, Daddy. She wants to be just like you, and she will. Eleanor's behavior—the way she treats Little Sisters and the comments she makes—change during the Inner Persephone portion of the game based on whether or not she is the good Eleanor (Savior) or bad Eleanor (Harvester).

- **Good Eleanor:** If you rescue all the Little Sisters you deal with, you get the good Eleanor.
- **Bad Eleanor:** If you harvest even one Little Sister, you get the bad Eleanor.

SOFIA'S FATE

The fate of the game's primary antagonist is left in the hands of Eleanor. Whether or not Eleanor decides to spare her mother's life is determined by the choices you made concerning Grace, Stanley, and Gil.

At the Hands of Good Eleanor

- If you spare all choice characters, Sofia lives.
- If you spare at least one choice character, Sofia lives.
- If you kill all three choice characters, Sofia dies.

At the Hands of Bad Eleanor

- If you spare all choice characters, Sofia lives.
- If you kill at least one choice character, Sofia dies.
- If you kill all three choice characters, Sofia dies.

AND THEN FATHER, THE RAPTURE DREAM WAS OVER...

Eleanor's speech to Subject Delta at the end of the game also changes depending on whether or not Sofia lives or dies at the hands of good or bad Eleanor.

PROTECTOR TRIALS

Think you've got what it takes to keep a Little Sister safe in any situation? Here's your chance to prove it! The Protector Trials task you with protecting a Little Sister while she gathers as much ADAM as possible. The longer she is able to gather ADAM without being interrupted, the higher the multiplier climbs and the more ADAM she gathers. To keep things interesting, you only have access to a limited selection of Plasmids, weapons, and tonics in each trial.

THE RULES OF ENGAGEMENT

- Each Trial features one Little Sister and one Gather Corpse. The Gather lasts approximately 3:30 in duration.
- Set the Little Sister down at the corpse to begin the Trial, then keep Splicers from interrupting her.
- The ADAM multiplier will climb to a maximum of 4x as she gathers without interruption. The more ADAM you collect, the better your score and grade.
- Only Thuggish, Leadhead, and Spider Splicers will try to interrupt the Little Sister. Big Daddies, Brute Splicers, and Houdini Splicers will only attack the player.
- You only have access to a limited assortment of Plasmids, tonics, weapons, and ammunition types during each Trial.
- You collect money automatically with each enemy killed. Spend this money at vending machines to collect more First-Aid Kits, EVE Hypos, and ammunition. The action will pause while you use the vending machine.
- Pick up the Little Sister as soon as she stops gathering ADAM to end the Trial.
- Complete the Trial to earn Stars. Each successive Trial within a location is worth one, two, or three Stars. Earn Stars to unlock concept art, video trailers, and additional Trials. See the Progress Menu for details.
- There are six areas, each with three Trials and a Bonus Trial. Bonus Trials unlock after you complete all 18 other Trials.
- You will receive an additional 40 ADAM upon completion of the Gather, just as in the main campaign.



Keep the Little Sister from being interrupted to maintain a constant 4x ADAM multiplier and receive an A+ grade.

GENERAL TIPS

- Hack the vending machines before initiating the Gather. You can't gain any free items, but it helps to lower the costs ahead of time.
- Hack any Turrets that are available before beginning the Gather. Similarly, if using Security Command 2, summon two Security Bots and replenish EVE before starting the Trial.
- Set up your Trap Rivets, Proximity Mines, Mini-Turrets, and Trap Spears around the Gather Corpse before setting down the Little Sister.
- Conserve special ammo for the end of the battle, as you can buy base ammo from the Circus of Values vending machine. This may reduce the number of visits to a vending machine you need to make.
- Use the Gene Bank during Bonus Trials to equip a full assortment of combat tonics that increase the damage you inflict, First-Aid Kits you can carry, and damage your Security Bots can inflict.

THE ADONIS BATHS

It took dedication, smarts, and plain old moxie, but you've finally made it big in Rapture. Now that you're on top, you deserve to relax in style! Visit the Adonis Luxury Resort's swimming pools and private saunas, or take the fast track to self-improvement with Plasmid Therapy.

ENEMIES ENCOUNTERED

Thuggish Splicers



Leadhead Splicers



Spider Splicers



- 555 Maximum ADAM
- ~3:30 Gather Duration

TRIAL 1

The Splicers emerge from the doorway to the left of the vending machines, the one where you first enter the area, and high above the deep end of the pool. Smash the Health Station to gain an additional First-Aid Kit before starting the Gather, as the Splicers aren't likely to get close to it.

Use the Rivet Gun's zoom ability to snipe the early attackers before they get too close. This allows you to conserve ammo. Use Electro Bolt to electrocute the Splicers as they wade across the foot bath to the left of the vending machines and as they cross the deep end of the pool where the Gather Corpse is located. Swap to the Shotgun and blast away any Splicers who get too close to the Little Sister, while making sure to save your Anti-Personnel Rounds and Phosphorous Buck for when the Spider Splicers attack during the latter portion of the Gather.

Consider a clockwise patrol pattern that takes you up the toppled column out of the pool, beyond the vending machines, to the right, and back down the steps near the Little Sister. This lets you spot enemies at each of the three main entry points, hit up the vending machine for supplies, and quickly return to the Little Sister. Light up enemies with Incinerate! to chase them to the pools, then hit them with Electro Bolt to finish them off.

Weapons		Plasmids	Tonics
Rivet Gun	Rivet	Rivet Gun	Armored Shell
Shotgun	00 Buck, Phosphorous Buck	Shotgun	
Machine Gun	.50 Caliber Rounds, Anti-Personnel Rounds	Machine Gun	



Save the Anti-Personnel Rounds for the Spider Splicers that attack during the final thirty seconds.

TRIAL 2

Set up a number of Trap Rivets on the stairs leading towards the Gather Corpse, along the columns at the top of the stairs, and near the vending machines. Place several more around the area of the Gather Corpse and along the toppled column leading into the pool as a last line of defense.

Save the remainder of your Rivets for later in the battle and instead switch to the Drill. Place the Decoy in either the foot bath near the vending machines, or in the water at the bottom of the pool, and watch as the Thuggish and Leadhead Splicers attack it. Hit the water with Electro Bolt whenever two or more Splicers step into it.

Weapons		Plasmids	Tonics
Drill		Electro Bolt 1	—
Rivet Gun	Rivet, Trap Rivet	Decoy 2	



Use a Decoy to lure the Splicers into the foot bath, then hit them with Electro Bolt.

Listen for the announcement from Sofia Lamb halfway through the Gather, as this is a good time to hit up a vending machine and lay down another batch of Trap Rivets. Patrol the area between the Gather Corpse and the vending machines and use the Drill Dash technique to quickly close on any Splicers that happen to get too close to the Little Sister. The Drill Dash will deplete a Spider Splicer of roughly 75% of its health.

TRIAL 3

Take your time at the start of the Trial to string up a series of Trap Spears between the walls and columns near the stairs leading into the pool, the doorway nearby, and the area between the vending machines and foot bath. This allows you to focus on the Splicers attacking from within the drained pool, while not worrying about those approaching from behind. Switch to the Shotgun and save the Phosphorous Buck and the Rocket Spears for the latter stage of the battle.

Weapons		Plasmids	Tonics
Shotgun	00 Buck, Phosphorous Buck	Hypnotize 1	—
Speargun	Trap Spear, Rocket Spear		

Stick close to the Little Sister and use Hypnotize and your Shotgun with 00 Buck to protect her. Pace back and forth between the corner behind the Gather Corpse and the top of the toppled column, heaving Hypnotize at any Leadhead Splicers you encounter. You can splash more than one Splicer with Hypnotize, provided there are other un-Hypnotized Splicers available for them to attack. Don't hesitate to blast any Hypnotized Splicers that get too close to the Little Sister.



Make a point of using Hypnotize on Leadhead Splicers instead of Thuggish Splicers, so they can use their guns against the latter.

Head to the Circus of Values as soon as you get low on EVE. You'll want to make sure you can have one or two Splicers Hypnotized for when the Spider Splicers attack. Switch to Phosphorous Buck upon hearing Tenenbaum's message, but be sure to not waste it on Thuggish Splicers. Fire a single blast of Phosphorous Buck at groups of Thuggish and Leadhead Splicers when possible to light multiple enemies on fire at once. Watch for the flying blades of the Spider Splicer to mark their appearance and switch to the Speargun at that point. Fire the Rocket Spears at the Spider Splicers when they descend the steps towards the Little Sister for one-shot kills.

BONUS TRIAL



Splash any Splicers that get too close with Hypnotize to send them off to battle the others on your behalf.

Weapons	Plasmids	Tonics
All	All	All

Line the entry halls with Trap Rivets and Trap Spears before picking up the Little Sister. Carry her to the Gather Corpse, summon two Elite Security Bots, and ready the Hypnotize 3 Plasmid. Begin the Gather and splash any Leadhead Splicers that appear with the Hypnotize Plasmid to befriend them. Monitor your EVE levels and charge the Hypnotize 3 Plasmid while the battle goes on to befriend an army of allies. With the Hardy Machines, Deadly Machines, and Repairman tonics equipped, you won't have any trouble keeping your Elite Security Bots healthy and should have no trouble keeping the Little Sister safe. Keep the Shotgun handy and stick close to the Little Sister, just in case any Splicers manage to get through. The Spider Splicers that attack last provide the biggest threat, but they can be easily Hypnotized and turned against one another. You can even place a Mini-Turret down near the Little Sister for added security.

ATLANTIC EXPRESS TRAIN UPKEEP

Quick but cautious is the order of the day behind the scenes of The Atlantic Express. Just like the trains they repair, our maintenance staff exemplifies our uncompromising attitudes towards safety. Atlantic Express, Rapture's Fastest Way to Travel!

ENEMIES ENCOUNTERED

Thuggish Splicers



Leadhead Splicers



Spider Splicers



Brute Splicers



Alpha Series



- 795 Maximum ADAM
- ~4:00 Gather Duration

TRIAL 1

Hack the Turret on the second floor using your lone Remote Hack Dart, then set to hacking the vending machines and both of the Health Stations. Although you could smash them to gain free First-Aid Kits, the enemies on this map attack from numerous directions and booby-trapped Health Stations up the kill count. Summon a pair of Security Bots and set up the three Mini-Turrets in a perimeter around the Gather Corpse before setting the Little Sister down.

Strafe back and forth between the Circus of Values machine and the hallway with the Little Sister Vent across from it. Use your .50 Caliber Rounds to pick off any Splicers that get close to the Little Sister while continuing to ensure that you have two Security Bots helping out at all times. Splash any pesky enemies with Security Command 2 to ensure your Mini-Turrets and Security Bots target them. Only repair the Turret or any Security Bots if you have plenty of EVE Hypos.

Weapons

Machine Gun	.50 Caliber Rounds
Hack Tool	Remote Hack Dart, Mini-Turret

Plasmids

Security Command 2

Tonics

Handyman



Make sure you have two Security Bots and at least two Mini-Turrets available for when the Alpha Series attacks.

Make a run for the El Ammo Bandito machine on the second floor and top off your supply of Anti-Personnel Rounds and Mini-Turrets once you've reached the halfway point. Use the Anti-Personnel Rounds for the Brute Splicer that attacks (try to detonate the fuel drums near the ruined train car as it passes) and lay down additional Mini-Turrets as soon as you hear from Tenenbaum. An Alpha Series attacks during the final moments of the Gather. It won't try to distract your Little Sister, so you may want to focus your efforts on staying away from it while you continue to protect the Little Sister.

TRIAL 2

Lay down a number of Trap Rivets near the Gather Corpse, in the doorways, and along the stairs. String up some Trap Spears along the walkways adjacent to the train car and the stairs leading down from the El Ammo Bandito. Save your Proximity Mines for later in the Trial, when the Spider Splicers and Alpha Series attack. You'll be completely without normal ammunition in this battle, but you can use the Trap Spear as a normal Spear and fire it through enemies. Similarly, you can fire the Proximity Mines directly at enemies as you would with a Frag Grenade.

Place one or two Trap Rivets on the fuel barrels near the train car and use the Decoy 2 to bait enemies into the trap. Though it helps to place a few Cyclone Traps at the base of the stairs and close by the Little Sister, it's not worth the EVE to charge them up with Electro Bolt. Instead, use your limited EVE supplies to pepper Splicers with Cyclone Trap as you would with Electro Bolt.

Weapons		Plasmids	Tonics
Rivet Gun	Trap Rivet	Electro Bolt 1	Armored Shell
Grenade Launcher	Proximity Mine	Cyclone Trap 2	
Speargun	Trap Spear	Decoy 2	



Use Decoy 2 to bait Splicers into approaching your Proximity Mines and booby-trapped fuel drums.

Kill the Brute Splicer, string up a few additional Trap Spears, and lay down a Decoy so you can make a quick run to the Circus of Values. You're going to have to fend off an Alpha Series and a Brute Splicer at the end of the Gather—make sure you have plenty of First-Aid Kits. These larger enemies won't try to interrupt your Little Sister, so use Electro Bolt to stun them while you flee up the stairs. Leap down to hurry back to protect your Little Sister from the other Splicers.

TRIAL 3

Hack the vending machines and lower Health Station and destroy the upper Health Station to gain an additional First-Aid Kit before the battle begins. With no weapons to use other than the Drill, there's not much you can do in the way of preparations for this Gather. Bring the Little Sister to the Gather Corpse and prepare for mayhem!

Insect Swarm 1 might not seem as powerful as some of the other Plasmids, but you might be surprised how effective it can be at distracting Splicers from your Little Sister. Patrol the area between the Little Sister and the Circus of Values machine and deploy Insect Swarm at the first sign of a Splicer. Use the Drill Dash and Drill Swing melee attack to kill the Thuggish and Leadhead Splicers that attack during the first half of this battle. A single swing of the Drill can even kill multiple Thuggish Splicers if they happen to be close to one another. Drill Dash can one-hit kill Splicers with the Drill Power tonic, particularly if they've been weakened by the Insect Swarm attack.

Weapons

Drill

Plasmids

Insect Swarm 1

Tonics

Armored Shell

Drill Vampire

Drill Power



Stay near the base of the stairs and deploy multiple doses of Insect Swarm to distract attackers, then Drill Dash to finish them off!

Brute Splicers won't attack your Little Sister, but they do provide a more significant threat to you. Use Insect Swarm to distract them, hit them with Drill Dash to inflict heavy damage, and then drill into them. The Drill Vampire tonic siphons Health from the Brute Splicer, while you bore into the big lug. Don't waste Drill Fuel by drilling into lesser enemies, but this is a good way to get rid of a Brute Splicer while also replenishing the Health you may lose by getting shot by other Splicers. Make frequent trips to the vending machine to buy Drill Fuel and First-Aid Kits. Insect Swarm doesn't consume a lot of EVE, so you should be able to get through the entire Trial without having to buy any additional EVE Hypos.

BONUS TRIAL



Hypnotize 3 will turn green in your hand when charged. Keep it ready for when a Brute Splicer appears.

Weapons

All

Plasmids

All

Tonics

All

At the risk of repeating ourselves from the earlier Bonus Trial, you're going to find that Security Command 3 and Hypnotize 3 are all you need to get through this Trial unscathed. Lay down a ring of Trap Rivets around your Little Sister at the start of the Gather, string up some Trap Spears along the stairs, and keep your Proximity Mines and Mini-Turrets in reserve for later, should you need them. Summon a pair of Elite Security Bots and grab your Shotgun or Machine Gun as the Little Sister begins the Gather. Remember to charge the Hypnotize Plasmid when you splash a Brute Splicer, as the effect could otherwise wear off before the Brute Splicer dies in battle. A charged-up dose of Hypnotize 3 will keep the Brute Splicer on your side until the very end.

PAUPER'S DROP MARKET

Deep down in the heart of Pauper's Drop is a little spot the locals call Market Square. If you're hungry, looking for an ADAM fix, or just need a dry bed for the night, the Market's got what you're looking for. Stop on by... but watch your back.

ENEMIES ENCOUNTERED

Thuggish Splicers



Leadhead Splicers



Brute Splicers



- 955 Maximum ADAM
- ~4:45 Gather Duration

TRIAL 1

This Trial caters to those skilled in sniping, since your only munitions are of the precision variety. Success in this Trial takes constant use of Cyclone Trap to protect the Little Sister, marksmanship, and frequent use of Decoy. Hack the vending machines and Health Station and lay down several Cyclone Traps at the base of the stairs near the Little Sister. Don't put the Cyclone Traps so close to one another that a single Splicer sets more than one off when getting bounced skyward.

Weapons		Plasmids	Tonics
Rivet Gun	Heavy Rivet	Cyclone Trap 1	Fountain of Youth
Speargun	Spear	Decoy 2	Head Hunter
Shotgun	Solid Slug		

Stick close to the Little Sister and use the Rivet Gun or Heavy Rivets to headshot each of the Thuggish and Leadhead Splicers as they attack in the first wave. Listen for the Little Sister to scream should one get beyond your defenses and turn to use a Cyclone Trap to propel the attacker away before the Gather multiplier drops. Use the Decoy to lure any Brute Splicers away from you so you can switch to the Shotgun and open fire with Solid Slugs. Solid Slugs and Cyclone Trap in unison can make quick work of a Brute Splicer. Brute Splicers are most likely to run for the Health Station when low on health; let them go if you hacked it ahead of time.



Stick close to the Little Sister and use Cyclone Trap to bounce any enemies into the air, especially when multiple foes attack at once.

Leave a few Cyclone Traps set up near a Decoy away from the Little Sister (but within view of her) whenever you make a run to a vending machine. Even though you can use the large pool of water to the left of the Circus of Values to gradually replenish Health and EVE thanks to the Fountain of Youth, it's more efficient to simply buy a few First-Aid Kits and get back to your Little Sister.

TRIAL 2

This Trial is more straightforward than the prior one, given that you have more general-purpose ammo and Plasmids at your disposal. The Mini-Turrets will be particularly useful later in the Gather. Although the El Ammo Bandito sells additional Mini-Turrets, it has a limited supply of them. Try to fend off the opening wave of Splicers with just the .50 Caliber Rounds, Incinerate!, and Winter Blast. Stick close to the Little Sister and use the un-charged versions of these two Plasmids with the Machine Gun to kill the first ten or so Splicers.

Lay a pair of Mini-Turrets down near the Little Sister Vent so they are out of sight from the more distant Splicers. Switch to the Anti-Personnel Rounds and Winter Blast 2 and prepare for the arrival of the first Brute Splicer. Freeze the Brute Splicer when he gets within sight of the Mini-Turrets, then open fire with the Anti-Personnel Rounds. Switch back to the .50 Caliber Rounds and Incinerate!, provided you don't use Incinerate! on distant enemies near the pool of water—it has no effect on enemies standing in water.

Weapons		Plasmids	Tonics
Machine Gun	.50 Caliber Rounds, Anti-Personnel Rounds	Incinerate! 2	Ice Storm
Hack Tool	Mini-Turret	Winter Blast 2	



Let the Brute Splicer get close enough to your Mini-Turrets before freezing it with Winter Blast.

Don't be afraid to throw your body at the Splicers who manage to threaten the Little Sister, because Ice Storm will freeze any assailants who hit you with a melee strike. This buys you time if you are in the midst of switching ammunition types or need to use an EVE Hypo.

TRIAL 3

Similar to the third trial at the Atlantic Express Station, this Trial arms you with your trusty Drill, a pair of Security Bots care of the Security Command 2 Plasmid, and Insect Swarm 2. Better yet, you also get the ability to lay down Mini-Turrets right near the Little Sister for added protection. Place one Mini-Turret near the Little Sister Vent and another on the ledge near the stairs, then switch back to the Drill for the start of the battle.

Weapons		Plasmids	Tonics
Drill		Insect Swarm 2	—
Hack Tool	Mini-Turret	Security Command 2	

Insect Swarm 2 splits into different swarms to attack multiple enemies. This Plasmid, together with the two Security Bots you summon, is all you need to get through the first two waves of enemies. Cast Insect Swarm in different directions as the Splicers attack while you stick close to the Little Sister. Use your Drill Dash attack only if necessary, otherwise opt for strict melee attacks.



Don't hesitate to splash a Brute Splicer with Security Command to ensure your Security Bots and Mini-Turrets focus their fire on the big guy.

Ensure you have plenty of Drill Fuel on hand at all times and stock up on Mini-Turrets, as well. Your Mini-Turrets will eventually run out of ammo and disappear, even if they are not destroyed by a Splicer. Pay attention to the Mini-Turrets and replace them as necessary. Don't be afraid to use three or four at once during the latter third of the Gather, when more Brute Splicers attack at once. Remember that the Brute Splicers will only go after you, so lure them away from the Little Sister and let the Mini-Turrets fend off the Splicers.

BONUS TRIAL



A Mini-Turret, Elite Security Bot, and a befriended Brute Splicer—nobody is getting to that Little Sister!

Weapons	Plasmids	Tonics
All	All	All

Fire an array of Trap Rivets at the wall inside the hallway near the Circus of Values machine where many of the Splicers originate. Place some Proximity Mines near the pool of water and Trap Spears near the El Ammo Bandito machine as you prepare for battle. Summon a pair of Elite Security Bots, lay down a pair of Mini-Turrets near the Gather Corpse, and ready your Hypnotize 3 Plasmid, as with the other Bonus Trials. Let your defenses and mechanical allies take care of the early attackers while you stand back and watch the Little Sister work. Open fire on any Splicers that get too close while you listen for the sounds of a Brute Splicer. Charge up the Hypnotize 3 Plasmid and use it to befriend the giant enemy.

SIMON WALES' CHURCH

Feeling lost? Directionless? Alone, perhaps? Are you a compassionate soul, run ragged by the Rapture rat race? Fear not, my child, for you have a place in the flock of Father Simon Wales. Join the Rapture Family, and start down the true path to salvation.

ENEMIES ENCOUNTERED

Thuggish Splicers



Leadhead Splicers



Spider Splicers



Brute Splicers



Houdini Splicers



- 955 Maximum ADAM
- ~5:00 Gather Duration

TRIAL 1

This is arguably the most difficult of all the Trials because of the toughness of the Splicers, the expense of the ammo, and the limited selection of Plasmids. It's very important to get off to a good start so the Little Sister can grow her Gather multiplier quickly. Take your time learning the lay of the area before initiating the Gather and make sure both vending machines and the Health Station are hacked. You need to know where to find these resources.

Place Proximity Mines near the oil slick atop the stairs and close by the Gather Corpse. This should keep the Little Sister safe during the early wave of attackers. Use Telekinesis to hurl fuel drums and boulders at the Splicers, then rush forward with your Drill to finish off any that survive the attack. Set up a Decoy away from the Little Sister and visit the El Ammo Bandito as soon as you can to stock up on Proximity Mines.

Weapons

Drill

Grenade Launcher

Frag Grenades, Proximity Mines, Heat-Seeking RPGs

Plasmids

Telekinesis 2

Decoy 2

Tonics

—



Be sure to put the Decoy somewhere the Splicers will see it on their way to the Little Sister.

Most of the Splicers emerge near the Circus of Values and from behind the altar. Use the pillar for cover and target the Thuggish and Leadhead Splicers with your Drill. Telekinesis 2 makes it possible to pick up dead Splicers. Use this ability to hurl your victims at the stronger attackers. Use your abundance of Frag Grenades to target multiple enemies that happen to gather near the Little Sister. Save the Heat-Seeking RPGs for the Brute Splicers. Continue to set up Decoys, but always switch back to Telekinesis to catch any projectiles that Houdini Splicers or Brute Splicers hurl at you.

TRIAL 2

Hack the El Ammo Bandito and other machines prior to initiating the Gather. Set up a pair of Mini-Turrets near the Little Sister, one between the stairs by the altar and another on the ledge near the bench. This ensures they're not directly in the path of the Splicers and don't get shot from a distance. String up several Trap Spears between the columns and support pillars in the area surrounding the Little Sister and ready your Hypnotize Plasmid.

You're going to have to enlist the help of the other Splicers via your Hypnotize Plasmid to get through this fight with a high quantity of ADAM. The remainder of your Trap Spears should be conserved for use as a sniping weapon later in the fight—resist the urge to buy many more. Instead, spend your dollars on First-Aid Kits, EVE Hypos, and the three Mini-Turrets available at the El Ammo Bandito.

Conserve your EVE by not throwing Hypnotize at any Splicers already being targeted by your Mini-Turrets. Similarly, wait until the Little Sister is halfway through the Gather before you lay down a third Mini-Turret. Two should be more than enough to get you through the first half of the Gather. Continue to Hypnotize, watch your health, and use the Speargun to snipe enemies as they appear. Houdini Splicers pose the biggest threat late in the Trial, since they can be difficult to Hypnotize in a crowded room. Take aim with the Speargun and hope your Mini-Turrets can help finish them off.

Weapons		Plasmids	Tonics
Speargun	Trap Spear	Hypnotize 1	—
Hack Tool	Mini-Turret		



Spider Splicers and Brute Splicers make great allies. Hypnotize them as soon as they appear!

TRIAL 3

Set up several Cyclone Traps around the Gather Corpse (not too close to one another) and charge them with Incinerate! before setting the Little Sister down. Use Incinerate! and the Machine Gun's base ammo to fend off the early attackers. Stick close to the altar so you can keep most of the action in front of you and pepper every Splicer with a fireball and a few rounds from the Machine Gun.

Replace any Cyclone Traps that are triggered before making a run for the vending machines. Stock up on EVE Hypos and Anti-Personnel Rounds, so you have plenty for the Brute Splicers and Spider Splicers that attack later in the Trial. Continue to hit the enemies with Incinerate! and your Machine Gun's base ammo while the Cyclone Traps protect the Little Sister.

Forgo laying down Cyclone Traps near the Little Sister later in the battle, because the attacking Splicers will overrun them and trigger them faster than you can lay them down. Charge up the occasional Incinerate! fireball for any enemies that group up. Otherwise use blasts of Cyclone Trap under the Splicers' feet to launch them skyward before they can interrupt the Gather.

Weapons		Plasmids	Tonics
Machine Gun	.50 Caliber Rounds, Anti-Personnel Rounds	Cyclone Trap 2	Fire Storm
		Incinerate! 2	



Charge up the Cyclone Traps with Incinerate! to launch a flaming Splicer into the air.

BONUS TRIAL



Encircle the Little Sister in Trap Rivets, place a Mini-Turret near the altar, and watch the bodies pile up.

Weapons

All

Plasmids

All

Tonics

All

Alter your Bonus Trial tonic loadout to forgo Fountain of Youth, since there isn't any water near the Little Sister in this area. This can be a fun Trial to put your sniping ability to the test by leaving your Elite Security Bots and Mini-Turrets to protect the Little Sister while you head up onto the catwalk and snipe with the Rivet Gun and Speargun from an elevated perch. Bonus Trials are generally much easier than the standard Trials due to the ability to use all of your weaponry, Plasmids, and tonics. Why not experiment a little?

FOLLY OF DIONYSUS

Old traumas run deep. Doctor Sofia Lamb invites you to Dionysus Park, a place where we might cast off the shackles of the Self through communion with art, nature, and play. When you are ready to meet the new you, give yourself over to the Folly of Dionysus.

ENEMIES ENCOUNTERED

Leadhead Splicers



Spider Splicers



Houdini Splicers



- 995 Maximum ADAM
- ~5:00 Gather Duration

TRIAL 1

The Machine Gun in this Trial is equipped with the Increased Damage and Recoil Reduction upgrades, which makes up for the lack of Anti-Personnel Rounds. Stick close to the Health Station so you can keep the bulk of the assailants in front of you. Most attack from above and to the right of the Circus of Values machine and others enter the area from your far right, near the El Ammo Bandito.

Lay a few Proximity Mines down near the Little Sister to ensure she doesn't get interrupted while the Gather multiplier is low. Hit those enemies not in water with Incinerate! and spray them with the Machine Gun's .50 Caliber Rounds. Try to conserve your Frag Grenades until later in the battle when the Spider Splicers attack with greater frequency.

Continue to interrupt the Splicers with Incinerate! as soon as they charge forward. Purchase additional Proximity Mines and continue to place them near the Little Sister to ward off any Spider Splicers that slip by unnoticed. The central booth of the carousel can provide good cover late in the battle when the gunfire seems to come from all directions. Monitor the Little Sister from the relative safety of the booth and replace any Proximity Mines that get triggered.

Weapons

Machine Gun
Grenade Launcher

.50 Caliber Rounds
Frag Grenades, Proximity Mines

Plasmids

Electro Bolt 2
Incinerate! 2

Tonics

—



Electro Bolt works wonders on this map, given the abundant puddles of water.

TRIAL 2

Begin your preparations by firing the Trap Spears into the railing along the stairs that descend towards the Health Station. This should take care of the early Leadhead Splicers that attack from up the steps. Set a number of Trap Rivets around the Gather Corpse, then reach for the Shotgun and set the Little Sister down to Gather.

You don't have any offensive Plasmids, but the Phosphorous Buck can be used in conjunction with the oil slick to set multiple enemies on fire for a long period of time. Consider placing the Decoy on the oil slick and using the occasional shell of Phosphorous Buck to light multiple Splicers on fire at once.

Hypnotize 1 won't permanently befriend any Splicers so you need to watch for the effect to wear off, but there are also no Brute Splicers or Alpha Series enemies to worry about. Hypnotize as many Splicers as you can while making sure to maintain enough EVE to be able to Hypnotize the Spider Splicers as they appear. Continue using Trap Rivets and Decoy to lure the Splicers away from the Little Sister until she finishes collecting ADAM.

Weapons		Plasmids	Tonics
Rivet Gun	Trap Rivets	Decoy 2	—
Shotgun	Phosphorous Buck	Hypnotize 1	
Speargun	Trap Spears		



Place the Decoy amongst the Trap Rivets to lure the Splicers to their demise.

TRIAL 3

This is not only one of the absolute hardest Trials, but also the most unique. It is the only one in which you are given no weapons (not even a Drill) and collect no money. That's right; you must make it through this Trial without the help of vending machines. Fortunately, you have the Fountain of Youth and Elemental Sponge tonics spliced into your system.

It's not going to be easy, but you must stay in the pool of water near the Health Station for much of this battle so the Fountain of Youth tonic can slowly replenish your lost EVE and Health. Ensure there are Cyclone Traps around the Little Sister at all times and charge some of them with Incinerate! or Electro Bolt. Elemental Vampire can be used to replenish your Health by utilizing the level 3 versions of Incinerate! or Electro Bolt and maintaining a steady stream of fire, but this consumes a tremendous amount of EVE and isn't recommended, even with the enlarged EVE Meter.

Stun enemies with Electro Bolt, then cast a Cyclone Trap beneath their feet to send them skyward. This inflicts heavy damage and, as important, stops them from attacking you. You must focus on minimizing the damage you take as there are no First-Aid Kits to buy in a pinch. Stay in the water as long as you can and halt enemy attacks immediately to stay alive.

Weapons	Plasmids		Tonics	
—	Electro Bolt 3	Incinerate! 3	Elemental Vampire	Elemental Sponge
	Cyclone Trap 3	Decoy 3	Fountain of Youth	Elemental Storm



Stick to the water near the Health Station so Fountain of Youth can replenish lost Health and EVE.

BONUS TRIAL



Don't be afraid to experiment with unusual combinations of Plasmids during Bonus Trials.

Weapons

All

Plasmids

All

Tonics

All

The general strategy of using Elite Security Bots and Hypnotize 3 continues to be overly effective in this Trial. For fun, you can use Cyclone Trap 3 to try and ricochet Splicers off the walls and ceiling of the area surrounding the Circus of Values machine as they spawn. You can also lure enemies into the water by the Health Station with Decoy and then electrocute them with Electro Bolt. All manner of tactics can be tested in this veritable playground, for you are unlikely to ever experience so much power at your disposal. Enjoy it, have fun, and revel in protecting your Little Sister.

PERSEPHONE CELLBLOCK F

The Parasite eats away at the city, desiring reward without investment, and tearing down works it could never create. Voices of dissent and subversion erode the will of the individual. Progress towards groundbreaking genetic therapies is impeded by a lack of willing test subjects. Persephone Penal Colony, in opposition to the Parasite, offers solution.

ENEMIES ENCOUNTERED

Thuggish Splicers



Leadhead Splicers



Brute Splicers



Houdini Splicers



Alpha Series



- 835 Maximum ADAM
- ~5:00 Gather Duration

TRIAL 1

Use the Remote Hack Dart at the start of the Trial to hack the Security Turret above the El Ammo Bandito machine. Hack the Health Station nearest the Little Sister and destroy the Health Station up the stairs to claim a free First-Aid Kit—this Health Station is too far to get any use from injured Splicers. While you are near the upper Health Station, use Telekinesis to carry the gas cylinder down the stairs for use later.

Set the Little Sister down and use Telekinesis to ready a fuel barrel. Step back from the Little Sister and wait for Splicers to attack before throwing it. Continue to use your Plasmids to beat back the early wave of attackers so you can save your Grenade Launcher ammo for later. Telekinesis 2 can also pick up the corpses of dead Splicers. Use it to fling dead Splicers at other enemies. Wheelchairs also make great projectiles!

Weapons

Grenade Launcher

Frag Grenades, Proximity Mines, Heat-Seeking RPGs

Hack Tool

Remote Hack Dart

Plasmids

Incinerate! 2

Telekinesis 2

Tonics

Armored Shell 2



Use Telekinesis to hurl wheelchairs at your assailants as a way of conserving ammo.

Use Telekinesis to catch and throw the Houdini Splicers' fireballs back at them as you move around the room trying to lure other potent enemies away from the Little Sister. Set a perimeter of Proximity Mines around her and use your Frag Grenades to take out multiple lesser Splicers. Conserve your Heat-Seeking RPGs and Incinerate! 2 fireballs for the Brute Splicers and Alpha Series enemies that attack later in the battle.

TRIAL 2

Those who enjoy using the freeze-and-shatter combo attack are going to really like this Trial. Here you'll be using the Drill and Shotgun (with expanded clip size upgrade) to beat back the attacking Splicers with Winter Blast 2. Begin your preparations by laying Cyclone Traps near the Gather Corpse and by hacking the vending machines and Health Station nearest the Gather Corpse. Smash the other Health Station for a free First-Aid Kit, then initiate the Gather.

Resist the urge to bore into enemies with your Drill, since that consumes a lot of Drill Fuel, which is expensive. Instead, freeze them with Winter Blast and then either blast them with the Shotgun's 00 Buck or use Drill Dash or Drill Swing attack to shatter them before they thaw. Save your Solid Slug ammo for the Brute Splicers and Alpha Series enemies that attack later.

Weapons		Plasmids	Tonics
Drill		Winter Blast 2	Armored Shell
Shotgun	00 Buck, Solid Slug	Cyclone Trap 2	Freezing Drill
			Ice Storm



Freeze the Alpha Series, switch to the Solid Slug ammo, and aim for the head for maximum damage!

Keep at least four Cyclone Traps in a perimeter around the Little Sister as the battle rages on. You can conserve EVE by using the Freezing Drill tonic to freeze enemies with a melee attack. Swap to the Shotgun to shatter them if you have an abundance of 00 Buck. Just be sure to get good and close to a frozen enemy when using the Shotgun to ensure they shatter with a single pull of the trigger.

TRIAL 3

This Trial has a heavy sniping element to it, but with the benefit of being able to cast Electro Bolt to freeze your enemies in place. Make your preparations by hacking the vending machines and nearest Health Station. Destroy the upper Health Station for a free First-Aid Kit, then initiate the Gather. Set the Decoy up a few steps away from the Little Sister, so you can draw the Splicers in that direction.

It's best to save the Speargun for later in the battle when its ability to knock enemies away from the Little Sister comes in handy. For the time being, use Electro Bolt to stun enemies long enough for you to line up a headshot with the Rivet Gun. Save the Heavy Rivets for the Brute Splicers and Alpha Series enemies that attack later. Lay a fresh Decoy down as soon as one disappears, especially if you have to dash to a vending machine.

Collect any Spears and purchase more before the Brute Splicers arrive. Remember to stun them in place with Electro Bolt and aim for the head. The Head Hunter tonic, combined with the increased damage (Rivet Gun) and acceleration (Speargun) upgrades help you make quick work of even the tougher enemies. Just make sure your aim is true.

Weapons

Rivet Gun	Rivet, Heavy Rivet
Speargun	Spear Ammo

Plasmids

Electro Bolt 2
Decoy 2

Tonics

Armored Shell	Head Hunter
EVE Link	EVE Expert



Place a Decoy near the oil spill, then target the fuel barrel with your Rivet Gun when multiple Splicers draw close.

BONUS TRIAL



Hang out under the walkway near the cells to avoid being shot by the Splicers that spawn on the second floor.

Weapons

All

Plasmids

All

Tonics

All

The final Trial is another chance to experiment with all manner of Plasmids and weaponry in your quest to earn all of the Stars. Continue to summon Elite Security Bots, set up a perimeter of Mini-Turrets, and use Hypnotize 3 to befriend the biggest, baddest enemies you can. Consider placing Trap Rivets on the sides of the fuel barrels (gas cylinders will explode when shot with a Trap Rivet) and Proximity Mines near the Little Sister as she goes to work. But most importantly of all, don't forget to visit the Gene Bank and splice in Deadly Machines, Hardy Machines, and all of the other combat-oriented tonics at your disposal. Enjoy!

BONUSES, ACHIEVEMENTS, AND TROPHIES

Complete all of the *Protector Trials* content to unlock the following Achievements/Trophies and the **Master Protector** tonic for use in the *Minerva's Den* expansion campaign. Acquire the **Master Protector** tonic at a Gatherer's Garden machine in *Minerva's Den* to extend the duration of the Gathers in exchange for more ADAM.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	LITMUS TEST	5	BRONZE	Earn 6 Stars in the Protector Trials.
	ACID TEST	10	BRONZE	Earn 18 Stars in the Protector Trials.
	TRIAL BY FIRE	15	SILVER	Earn 36 Stars in the Protector Trials. Follow the strategies outlined above to complete each of the three numbered Trials in each of the six locations to unlock these three Achievements. The first, second, and third Trials in each location award one, two, and three Stars, respectively, for a total of 36 Stars.
	ENEMY OF THE FAMILY	15	SILVER	Earn an A rank in all Protector Trials. The first thing to understand about this bonus is that you need not earn an A+ rank, but only an A. This means protecting the Little Sister well enough so that she can accumulate at least 85% of the ADAM from each Gather Corpse. The only way to do this is to minimize the times she's distracted by a Splicer. Protect her well early on so her Gather multiplier grows to 4x and never let it fall below 3x. There is a short delay between her yelling for help and the multiplier dropping, so keep close by and act fast to interrupt the attacker whenever you hear her scream. You can earn an A rank as long as the multiplier only drops to 3x once or twice.
	PERFECT PROTECTOR	20	SILVER	Collect 100% of the ADAM in a single Protector Trial. The strategies discussed in this chapter will help you earn an A+ rank in any of the Trials, although some are certainly easier than others. If earning an A+ rank in any of the numbered trials proves too difficult, simply complete all of them, and then focus your efforts during the Bonus Trials that unlock. The Bonus Trials are much easier, as you can summon Elite Security Bots, lay down all manner of traps, and use Hypnotize 3 to befriend any enemy you encounter.
	GET A BIGGER BUCKET	25	SILVER	Collect 50% of the ADAM available in all Protector Trials. This bonus unlocks through the normal course of play, especially if you're averaging a B rank or higher.
	GUARDIAN ANGEL	10	SILVER	Completed all bonus Protector Trials. Complete all of the numbered Trials in the six locations to earn 36 Stars and unlock the Bonus Trials. The Bonus Trials grant you full access to all Plasmids, weapons, ammunition types, and tonics. Use the Gene Bank to splice up before initiating the Gather and have at it! Bonus Trials are far easier than the numbered Trials, so enjoy the feeling of being overpowered!

MINERVA'S DEN

You, Subject Sigma, regain consciousness on the ocean floor sometime after 1968. You don't remember much. There was a tunnel outside Rapture Central Computing, also known as Minerva's Den. And you recall a voice, mention of something called The Thinker. The voice was frantic; it was terrified of you reaching The Thinker, whatever—or whoever—that is. And then, before you could react, a Security Bot detonated the tunnel and sent you swimming. Was it yesterday? Last year? A decade ago? There's no telling. But you're alive. At least you have that going for you. Might as well take a look around. There's bound to be a way inside.

NEW DISCOVERIES

Minerva's Den contains an exclusive weapon, Plasmid, two Gene Tonics, and several new enemies never before encountered. It also includes a new type of bot that can be destroyed to gain valuable equipment and items. But more about those later. Read on to discover what lies in store for you in this secluded corner of Rapture.

WEAPONRY

ION LASER

The Ion Laser is exclusive to the *Minerva's Den* expansion. This ranged weapon fires a laser beam of energy that deals continuous damage while the trigger is held. Its pinpoint accuracy and ability to deal moderate to heavy damage makes it a worthy choice. One of the benefits to using the Ion Laser is that it can be used to snipe from afar or used against larger enemies from the hip, in close-range combat (the narrow beam makes it difficult to hit moving targets). The weapon has zero recoil, thus allowing you to maintain accuracy. The Ion Laser is best used against stationary, unsuspecting targets, or those you have stunned with Electro Bolt, Winter Blast, or Gravity Well.



LASER GUN AMMO CAPACITY

Ammo Type	Mag Capacity (Base)	Carry Capacity
Laser Cell	100	400
Thermal Cell	100	200
Burst Cell	100	200

AMMUNITION

Laser Cell: The basic ammunition for the Ion Laser fires a continuous, pinpoint laser beam that inflicts a small amount damage on the target. The Laser Cell delivers a continuous stream of damage from any distance.

Thermal Cell: The Thermal Cell ammunition deals a small quantity of fire damage and sets the target aflame. Use the Thermal Cell ammunition in small quantities because the fire inflicts damage over time. Switch to Laser Cell ammo or another weapon (or Plasmid) once the initial attack with Thermal Cell ammo sets the enemy on fire.

Burst Cell: This rare ammo type deals a small amount of piercing damage when not charged, but can deliver exceptional damage when fully charged. Stun an enemy or charge up the Burst Cell while in cover. A fully-charged Burst Cell attack consumes 50 cells. Partial charges do less damage but consume as little as 20.

WEAPON UPGRADES

Ion Laser Intensity Upgrade:
The intensity upgrade increases the damage output of the Ion Laser's beam.

This weapon upgrade is obtained by looting the corpse of a Big Daddy in the Air-Tite Archives. The intensity upgrade increases the damage dealt by the Ion Laser and is a worthy acquisition that requires no extraneous exploration or cost.



PLASMIDS AND TONICS



GRAVITY WELL

This new Plasmid, exclusive to Minerva's Den, allows Subject Sigma to deploy a superdense polyp that creates a vacuum, sucking in nearby enemies and objects before exploding. Enemies caught in the Gravity Well are held aloft, swirled in the Plasmid's powerful vortex. The base level of the Plasmid merely stuns enemies and leaves them susceptible to Launcher attacks, Incinerate! blasts, and so on. But that's not to say that it doesn't cause damage. Enemies are injured due to the effects of colliding with one another and other objects caught in the blast. Beware that Gravity Well can also draw your friendly Security Bots into the swirling vortex, inflicting damage on your valuable allies. Consider deactivating your Security Bots before tossing Gravity Well at a group of enemies.



GRAVITY WELL

Location: Located in the Air-Tite Archives.

Effect: Toss a superdense ball of fluid that causes a powerful vacuum when it explodes! Nearby matter is drawn to the center, then flung away with enormous force!

A flick of the wrist, a vortex of destruction!



GRAVITY WELL 2

Location: At the Gatherer's Garden machine in Operations (80 ADAM).

Effect: Charge up your Gravity Well polyp to create a proximity trap! Watch as careless foes are swept off their feet.

A deadly surprise lies in wait!



GRAVITY WELL 3

Location: At the Gatherer's Garden machine in Operations (100 ADAM).

Effect: When enemies are flung away from the center of the Gravity Well, a burst of powerful acid follows, eating away at their flesh!

A swirling vortex not enough? Splash your foes with searing acid!



DRILL DASH

Location: Found inside McClendon Robotics, in the Security Bot display.

Effect: Allows the player to dash into an enemy with the Drill.

Bowl 'em over! Daddy's home!



MASTER PROTECTOR

Location: Obtained at a Gatherer's Garden (0 ADAM) if you completed the Protector Trials content and earned all 36 stars.

Effect: You'll have to protect the Little Sister for an extended duration as she gathers ADAM, but you'll receive 80 ADAM for each Gather instead of only 40.

Having proved your mettle in the Protector Trials, your Gathers take longer but give far greater rewards.

ENEMIES

Fiery Brute Splicer

Fiery Brute Splicers, as their name suggests, are Brute Splicers who have undergone a genetic transformation, akin to having had Fire Storm Gene Tonic spliced into their system. Fiery Brute Splicers leave fiery footprints in their wake, giving you an indicator that one is around. Fiery Brute Splicers emit a burst of flame when struck, so refrain from using a Drill Dash attack on them. They are also immune to fire damage, so put away your Incinerate! Plasmid and Thermal Cells. Instead, hit them with Electro Bolt, Gravity Well, or Winter Blast to lock them in place and either open fire with the Launcher or use Anti-Personnel Rounds on these foes. Whatever you do, keep clear of their charge.



Wintry Houdini

Wintry Houdini Splicers are similar to the Houdini Splicers you've faced time and again, only these foes hurl balls of Winter Blast instead of Incinerate! Wintry Houdini Splicers are immune to cold-based attacks such as Winter Blast, but susceptible to Incinerate!, Electro Bolt, and other attacks. The hardest part in defeating Wintry Houdini is locking it in place. Consider using Gravity Well to stun the Wintry Houdini, then open fire with your Plasmids, the Ion Laser (Thermal Cells work well), or Anti-Personnel Rounds. Once the Wintry Houdini has been defeated, make a quick check of your Security Bots to ensure they haven't been deactivated by the Splicer's Winter Blast attack.

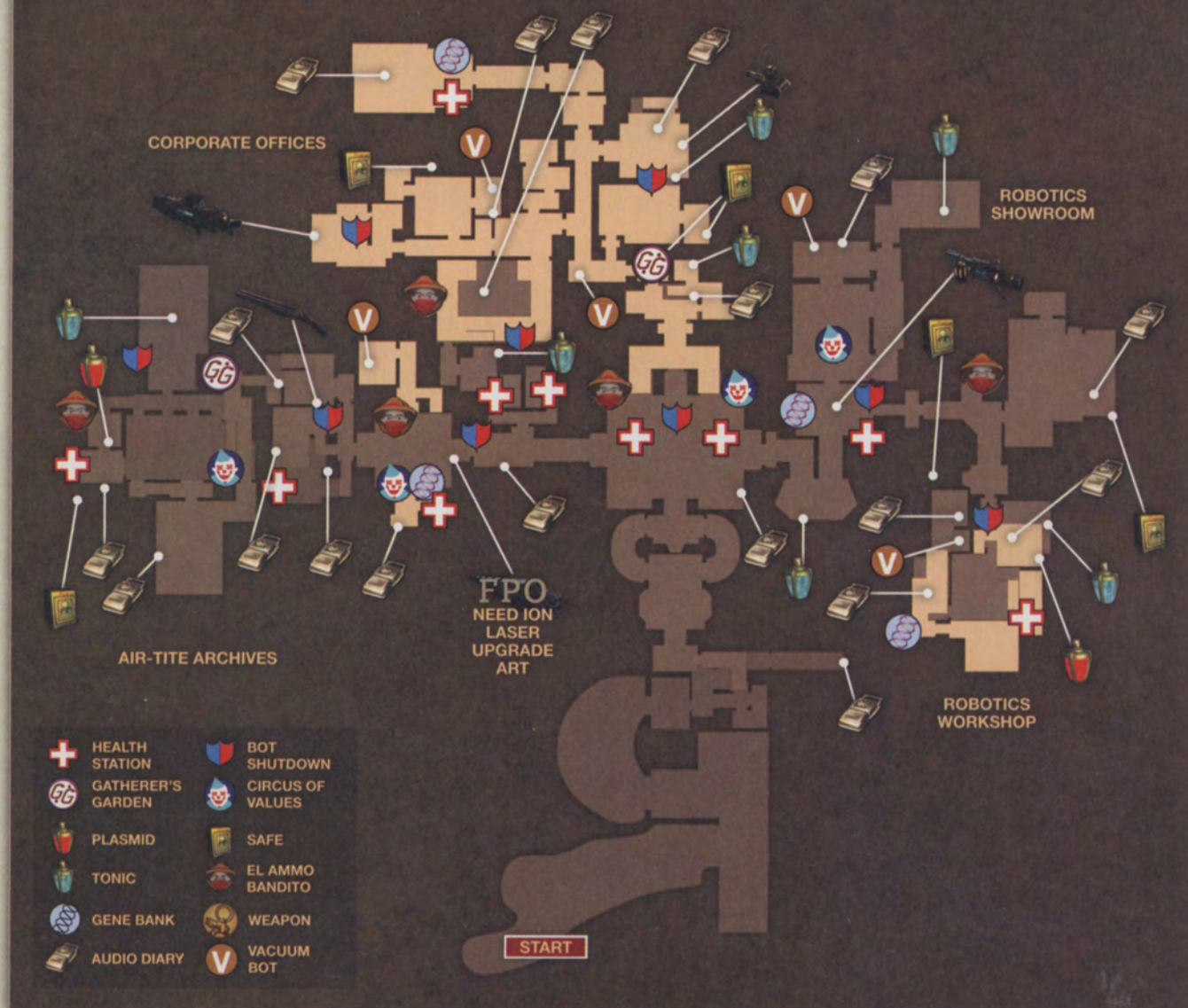


Lancer

The Lancer is a type of Big Daddy that is unique to the Minerva's Den area. The Lancer, like other Big Daddies, can strike with a melee attack at close range, but it will also attempt to attack from range using its Ion Laser. The Lancer fires a standard Ion Laser attack. Duck into cover to avoid the Lancer's uncanny accuracy. The Lancer is also capable of unleashing a blinding Ion Flash attack. Listen for a high-pitched scream, which precedes the Ion Flash attack, and quickly turn your back on the Lancer. The Ion Flash will not harm Subject Sigma, but it will temporarily blind you and make it that much harder to fight the Lancer. Lancers can be defeated much like other Big Daddies—employ the help of Security Bots whenever possible and use Thermal Cells, Rocket Spears, and Heat-Seeking Rockets to engulf the Lancer in flames. Hit the Lancer with Electro Bolt or Gravity Well to halt it in its tracks and finish it off with Armor-Piercing Rounds.



RAPTURE DIRECTORY: MINERVA'S DEN



FIND CHARLES MILTON PORTER

You are Subject Sigma, an Alpha Series Big Daddy reactivated by Dr. Tenenbaum. Charles Milton Porter, the founder of Rapture Central Computing, has told you that he is working with Tenenbaum to get a state-of-the-art mainframe computer called "The Thinker" out of Rapture. They need your help, and he says you need theirs. Search Minerva's Den for Charles Milton Porter.

OCEAN FLOOR

Proceed east along the ocean floor toward the lit sign and the first of three ADAM Slugs in the distance. A man named Charles Milton Porter will contact you via the radio. You must proceed to the airlock and seek him out once inside Minerva's Den. Scour the area for the other two ADAM Slugs. The first is on the rocks where C.M. Porter first contacts you. The next is near the wreckage to the right, just before the path turns. The final ADAM Slug is on the back of the pillar with the spotlight near the stairs.

Ascend the stairs and pull the lever to drain the airlock. Take a moment as the water drains to take stock of your current equipment. You begin with one First Aid Kit, one EVE Hypo, the Telekinesis Plasmid, the Drill, and no tonics. And as C.M. Porter warns, Minerva's Den was not immune to the ravages of the Splicer epidemic. Head inside and stay on guard.



The three ADAM Slugs will come in handy soon enough. Don't head inside without finding them.

RESTORE POWER TO MINERVA'S DEN

According to Porter, Minerva's Den has been dark for some time. Find the Lighting Control console in the lobby and restore power so that you may proceed.

MINERVA'S DEN LOBBY

Collect the First Aid Kit from the bench on the left, search the lockers, and locate the **Audio Diary** ("Your Link of the Chain") in the utility room to the left. Return the way you came and ascend the stairs to the lobby on the main level. Go around the corner to the lobby and get ready for a fight.

The man on the radio is Reed Wahl and if he sounds like the guy who called for the destruction of the tunnel in 1968, that's because he is. He wants The Thinker all to himself and has an army of Splicers working to see his wishes met.

Use Telekinesis to pick up a slab of rock off to the right and hurl it at the Thuggish Splicers that attack from the shadows. Remember that you don't have access to Drill Dash (yet) and are pretty low on money. Attack with melee Drill swings to finish them off and save the Drill attack for when you have more Drill Fuel. Search the bodies on the main floor, then ascend the stairs opposite the Gene Bank to locate the **Ion Laser** and the Lighting Control console.



Grab the Ion Laser, the Laser Cell to the left, and search the Lancer corpse for more ammo.

Reed Wahl sends two Spider Splicers to attack you as you interact with the console. Strafe back and forth across the upper platform and the adjacent stairs to avoid their sickles while trying to maintain an elevated position. Use your new Ion Laser to burn through them. Keep the trigger pressed to inflict continuous damage. Kill the Spider Splicers, pilfer their corpses, and move on through the door opposite the control panel atop the stairs.



Aim for the torso to better keep the Ion Laser's precision beam fixed on your highly mobile target.

OPEN FOR BUSINESS!

Now that the power has been restored, the vending machines and Health Stations in the lobby can be used. Hack the vending machines for two free First Aid Kits, then load up on ammo and EVE Hypos from the Circus of Values. Don't forget to aim for the blue zones when hacking the vending machines for free items.

GET TO PORTER'S OFFICE

Charles Milton Porter, the founder of Rapture Central Computing and inventor of its advanced mainframe, "The Thinker," needs your help to escape Rapture. First, you need to go to his office and begin preparations. Head through Rapture Central Computing Executive Wing to find the office of C.M. Porter.

EXECUTIVE WING

Don't let that shiny Plasmid lure you into a mistake! Before you approach the reception desk and claim the **Security Command** Plasmid and EVE Hypo, step beneath the Security Camera on the left and hack it. Hacking this Security Camera pays dividends later on as you return through this area. Ignore the storage closet on the right for now, as it's guarded by a Turret and you're not well-equipped to deal with it just yet. Enter the Executive Wing via the door to the left of the reception desk.

Bypass the Gatherer's Garden for the time being—you'll be passing back through momentarily—and approach the short-circuiting Vacuum Bot down the hall. Smash it with your Drill to receive some valuables, perhaps a First Aid Kit and money.



Be sure to hack the Security Camera to the left of the doorway before rushing in to grab the Plasmid.



OPTIONAL GOAL: DESTROY THE VACUUM BOTS

There are five Vacuum Bots in Minerva's Den and five more in Operations. Destroy all ten of these optional objectives. Each of the Vacuum Bot locations is called out in the text of this walkthrough. They are also marked on the map. Vacuum Bots don't have as many goodies as a Safe, but they can yield some helpful items.

Ascend the stairs to the right of the main hallway and enter the flooded office. There's an SMG Turret in the opposite corner, beyond the partitions. Splash the Splicers with Security Command to turn the Turret against them, use Telekinesis to grab the First Aid Kit inside the wall at the top of the stairs, then leap over the railing to avoid the Turret. Take out the other Splicers and dash through the doorway without destroying the Turret. Raid the desks and filing cabinets, then hack the **Safe** in the back room to gain 40 Dollars, 2 EVE Hypos, and 100 Laser Cells.

Two Spider Splicers enter the room after you hack the Safe. Hit them with Security Command to enlist the help of the Turret. Make your way up the stairs and out of sight of the Turret while it opens fire on the Spider Splicers.



Use Security Command on the Leadhead Splicers to turn the SMG Turret against them.

PERSONAL SECURITY OVERRIDE

Many of the Leadhead Splicers in Minerva's Den have a personal Security Bot that hovers nearby (you can recognize them by the red telepathy waves). Hit the Splicer with Security Command while taking care to avoid damaging the Security Bot. As soon as the Splicer is dead, the Security Bot will fall to the ground. Hack it to gain its allegiance.



Obtain the Hack Tool from the flooded lower level of the Boardroom.



Fire a Remote Hack Dart through the window to access the Door Control panel inside the office.

Back in the hallway, around the corner from where you found the Vacuum Bot, a Splicer will attack with a Rocket Security Bot. Take out the Splicer and hack the Security Bot to gain it as an ally. Ignore the large room of offices on the left and continue toward the Circus of Values machine up ahead. The door to C.M. Porter's office is currently locked and, though you don't know it yet, you're going to need the Hack Tool to open it. Head into the Boardroom opposite the vending machine to get the Hack Tool.

Collect the **Audio Diary** ("The Predictive Equation") from the corpse in the center of the room and the ADAM Slug from the pool behind it. Descend the stairs on the left to the basement and pick up the Hack Tool from the ledge to the left of the locked door. Fire the Remote Hack Dart through the hole in the wall beside the locked door to hack the Door Control panel. Enter the small room to claim the **Hacker's Delight** tonic.

The door leading back to the stairs locks shut as you approach. Use the Hack Tool to hack the Door Control panel beyond the hole in the wall just as you did moments ago. Fight your way past the Splicers in the Boardroom, making sure to hack the Electric Security Bot belonging to the Leadhead Splicer to gain yourself a second helper. C.M. Porter's office is just down the hall from the Boardroom. Hack your way through the door via the hole in the window and proceed through the tunnel to the office.

TAKE THE OPERATIONS PUNCHCARD

"The Thinker," the Rapture Central Computing mainframe, is Porter's life work. He needs you to print out the mainframe's machine code so that he can return to the surface with it. You need to go through Operations to get to the Computer Core Access. Take the access punchcard from the secret compartment under his desk to unlock the Operations wing.

C.M. PORTER'S OFFICE

Take a moment to hack the Health Station near the door and the **Safe** in the back right corner to gain two Auto-Hack Darts, three EVE Hypos, and the **Walking Inferno** tonic. Keep in mind that there aren't any Bot Shutdown panels nearby—if you trigger the alarm, hide behind the desk and let the office defenses and your Security Bots handle the situation. There's also an **Audio Diary** ("Nothing But Ashes") on the desk near the photos of Porter's family. Once ready, open the "eye-catching panel" under the wooden desk. There you'll find the Operations Access Punchcard, 100 Laser Cell ammo, and 80 Dollars.

Reed Wahl sends one of his goons to attack you inside the office, a Fiery Brute Splicer. Fiery Brute Splicers are immune to fire damage, so resist the urge to heave a fuel barrel at it. Open fire with the Ion Laser and rely on your two Security Bots and the office defenses to do the heavy lifting.



Keep your distance from the Fiery Brute Splicer and shoot it from the far side of the room.

HEAD FOR OPERATIONS

Porter needs you to print out the machine code from *The Thinker* so he can return with it to the surface. Computer Core Access is through the Operations wing. Head to Operations through the Minerva's Den lobby.

CORPORATE OFFICES

Don't head straight for the Operations wing right away—there's a lot to explore in the Minerva's Den wing first. For starters, visit the Corporate Offices area on the right, just past the Circus of Values machine as you make your way back to the lobby. Carry one of the gas cylinders from the prior hallway for use against the Spider Splicers in the hallway and head into the offices.

Enter the lounge area on the right and use Security Command on the Splicer inside, beyond the lockers. Wait for the Security Bots to kill her, then step into the room and hack the Security Camera to the left when it's not facing the door. Gather up the Thermal Cell and Spear Ammo from the lounge and exit the lounge. The door on the right currently has an electromagnetic lock on it that can't be bypassed.

Venture out onto the balcony of the two-story office room opposite the lounge. Grab the **Speargun** near the railing and set to sniping each of the Splicers patrolling the area with their personal Security Bots. There is one on the upper level and another two down below. Hack their Security Bots as you scour the area for loot if you don't already have two active.

Round the corner toward the El Ammo Bandito machine and take aim on the RPG Turret on the ground floor. Hack it if you have any spare Remote Hack Darts, otherwise use the Ion Laser to aid your Security Bots in destroying it. Purchase some Auto-Hack Darts if you have the funds, as well as some additional Drill Fuel or Laser Cells if needed (there are plenty of Thermal Cells downstairs). Drop off the ledge near the break in the railing, equip the Hack Tool, and step out from behind cover to use the Hack Tool on the Turret beyond the doorway.

Gather up your Spear Ammo and other loot and collect the **Audio Diary** ("Reversing ADAM Sickness") from the center of the lower level of the offices. Bypass the hacked Turret and locate the Rocket Spear Ammo and **Careful Hacker** tonic in the corner room. Return to the second floor.

Fight your way back through the offices to the Gatherer's Garden machine near reception and purchase a Gene Tonic Slot (25 ADAM) and the Master Protector tonic if you hadn't already obtained it. Round the corner through the door that is beside the reception desk and hurry past the Turret to claim the **Audio Diary** ("The Thinker") behind the desk. Hack the Turret in the adjacent room and use an Auto-Hack Turret on the **Safe** to gain 42 Dollars, three EVE Hypos, and 100 Laser Cells. Slot the **Sports Boost** tonic into the fifth Gene Tonic Slot you purchased. Save your progress before returning to the lobby.



Use the Speargun to snipe the Leadhead Splicers patrolling the Corporate Offices area.



Use Remote Hack Darts to bring distant Turrets onto your side while remaining in cover.



The room behind the reception desk has a Safe and a tonic, but is much easier to access on the return trip to the lobby.



LITTLE SISTER ENCOUNTER



Stick to the stairs and use the Rocket Spears to bring down the Lancer in seconds.

You'll likely encounter your first Lancer and Little Sister near the Gene Bank in the lobby. Switch to the Rocket Spears and open fire on the Lancer from atop the balcony where you first found the Ion Laser. Splash it with Security Command to lure any Security Bots in the area to your side and continue peppering it with the Rocket Spears. The four Rocket Spears you found earlier should do the trick. If you stick to the stairs, you can kill it before it even gets a shot off at you.



GATHER #1: MINERVA'S DEN LOBBY

The first Gather Corpse is located near the Gene Bank in the lobby, right near the entrance to Operations. You won't have any access to traps, so there's not much in the way of preparations to make, other than trying to pull two Security Bots to your side. Equip Security Command and the Ion Laser with Thermal Cell ammo and use this combination to light attacking Splicers on fire while training your Security Bots on them. Strafe back and forth between the two staircases, past the Gather Corpse as you pick off the Splicers. This will help you stay behind cover and avoid being shot by any Leadhead Splicers entering from the airlock area. Remember that the Thermal Cells should be used to set the enemy on fire. Once the fire is set, switch to a different ammo type or other weapon to add to the damage. A Fiery Brute Splicer attacks once the Little Sister is halfway done collecting ADAM. Your Thermal Cells won't harm it (other than minor piercing damage), so switch ammo or weapons once it appears.



GATHER #2: ROBOTICS SHOWROOM

Scour the Robotics Showroom for collectibles and return to the Gather Corpse in the room with the water. Set the Little Sister down and ready your Rivet Gun and the Hypnotize Plasmid. None of the attacking Splicers present an electrical threat, so feel free to strafe around the stage, through the water, using Hypnotize on the Spider Splicers as they appear. Let your new allies (and Security Bots) handle the Leadhead and Thuggish Splicers while you conserve your ammo for any Spider Splicers who decide to attack Subject Sigma. If your Security Bots are destroyed, try to lure an enemy into view of the Security Camera near the kitchen display (some will run for the Health Station in that area and set off the alarm on their own accord). A Fiery Brute Splicer will attack halfway through the Gather, just as before. You can't Hypnotize a Brute Splicer with the base form of the Plasmid, so switch to your Rocket Spears and enlist the help of all other Splicers in the area.



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OPERATIONS CAN WAIT!

There's a lot to do in Minerva's Den before you make your way to Operations, especially if you hope to resolve all of the Little Sisters and destroy all of the Vacuum Bots. Explore the McClendon Robotics area first.

If you're using the Master Collector tonic, you should have enough ADAM after the first Gather to purchase the Hypnotize Plasmid and another Gene Tonic Slot. Return to the lobby and head left toward the door leading to McClendon Robotics. Grab the **Audio Diary** ("The Thinker's Potential") from the hole in the wall and use the Hack Tool to open the door.

McCLENDON ROBOTICS

Hack your way inside McClendon Robotics to find the **Drill Dash** tonic on a pedestal around the corner. Now Subject Sigma can move like Subject Delta! Acquire the **Rivet Gun** near the signboard up ahead, hack the Health Station, and proceed to the Demonstration Stage, making note of the Bot Shutdown panel on the right as you go.



You'll find the Rivet Gun near the sign in McClendon Robotics.

Kill the Splicers near the second Gather Corpse in the Demonstration Stage area and destroy the **Vacuum Bot** by the kitchen display. Ready the Hack Tool and use it to hack the Security Camera atop the stairs that lead out of the water—don't destroy this camera! Locate the **Audio Diary** ("New Bot Models") near the kitchen display, dropped by the Vacuum Bot. Enter the storage room beside the Health Station and destroy the SMG Turret guarding the **EVE Link** tonic on the shelf in the rear of the room. If you are out of Gene Tonic Slots, consider swapping EVE Link in place of the Hacker's Delight tonic. Return to the prior room and complete the ADAM Gather.

Continue down the hall to the large two-story room with the overhead crane. Use Security Command to turn the personal Security Bots against their Splicers, then hack any disabled bots to ensure you have two. Heal them with Handyman and have a look around. Make sure you hack the Health Station beneath the stairs and pick up any Trap Rivets you find.



Aid your Security Bots in this fight against the SMG Turret to keep them safe for the fights to come.

Return the Little Sister to the vent near the entrance to the Robotics Workshops after performing the second Gather. Purchase additional Remote Hack Darts from the El Ammo Bandito on the left and continue through the door leading to the Workshops. Hack the Security Camera around the corner and pick up the **Handyman** tonic. Splice this Gene Tonic immediately because it will allow you to expend EVE in order to repair your Security Bots. Security Bots are far more prevalent in Minerva's Den and it's imperative that you keep a pair of healthy ones with you at all times.



Remote Hack the Rocket Turret on the second floor before your Security Bots attack it. Do not let this Turret get destroyed!

Pick up the Auto-Hack Dart on the stairs and use it against the Rocket Turret on the second floor. It's important to not destroy this Turret; you've been warned! Enter the control room on the second floor, grab the **Audio Diary** ("The Turing Test"), and throw the controls for the overhead crane. With the crane slid out of the way, you can now cross the second-floor beam and obtain the **Electro Bolt** Plasmid from the room atop the stairs. There's also an **Audio Diary** ("Thinker, Meet Pearl") near the Little Sister models in this area as well as a **Safe** containing 60 Dollars, two Mini-Turrets, and three Rocket Spears.



LITTLE SISTER ENCOUNTER



Battle the Lancer from the balcony across the beam so it can't get you.

There will be a Little Sister and her Lancer protector in the Robotics Workshops, as you make your way across the beam after collecting the Electro Bolt. Conserve your Trap Rivets and opt to hit the Lancer with Security Command and a pair of Rocket Spears before retreating to the room where you just were. The Lancer can't get you in there, so duck into cover whenever you need to reload or use a First Aid Kit. Finish the Lancer off with the Ion Laser while trying to keep it away from the stairs. The first Gather Corpse is right in this room and you will want the Rocket Turret atop the stairs in good condition for the fight to come.



GATHER #1: ROBOTICS WORKSHOPS

Load up on First Aid Kits and return to the El Ammo Bandito down the hall if you have money for ammo. Once ready, set the Little Sister down on the Gather Corpse near the oil slick and retreat upstairs to where you battled the Lancer. Ring the Little Sister with Trap Rivets and switch to Hypnotize to enlist the help of the Splicers who attack. Use the Ion Laser and Rivet Gun to keep the Splicers away from the Little Sister. Use Telekinesis to hurl any undetonated fuel barrels or gas cylinders at the attackers. The Fiery Brute Splicer that attacks during the latter half of the Gather will come searching for you. This is where the Rocket Turret atop the stairs comes in handy. Search the Spider Splicer corpses for money and use the vending machine to purchase more EVE Hypos if necessary.



GATHER #2: SYSTEM DESIGN

The second Gather Corpse is up the stairs inside the System Design area of McClendon Robotics. Hack the Turret in the rear of the room and the Security Camera around the corner from it by the Safe. Set up some Trap Rivets around the corpse and a Mini-Turret near the ledge that overlooks the lower area to pick off the Splicers as they arrive. Switch to the Thermal Cells and the Hypnotize Plasmid and prepare for battle. You'll encounter a number of Spider Splicers in this battle, as well as several Fiery Brute Splicers. Use Hypnotize to enlist the help of the Spider Splicers and continue to replenish the Mini-Turrets as they are destroyed. Also, use your Handyman tonic to repair the Turret and any Security Bots you happen to have enlisted the help of.



Crouch down and smash the grate with your Drill to enter a room with a Vacuum Bot, Safe, and Audio Diary.

Crouch down and smash the grate in the corner of the Workshop to access the northwest room on the first level. There you'll find an **Audio Diary** ("Robotic Little Sisters") and a **Safe** containing 80 Dollars, two Auto-Hack Darts, and three Rocket Spears. There's also a **Vacuum Bot** in this area. Exit the Workshop area and head to System Design, the area to the right of the El Ammo Bandito on the way back to the lobby.

Locate the **Audio Diary** ("Somebody Else's War") near the Security Camera in System Design and hack the **Safe** to gain 50 Dollars, 100 Laser Cells, and 80 Thermal Cells. This will come in handy for the nearby ADAM Gather. Return to the lobby and use your abundance of ADAM at the Gatherer's Garden near the offices. Consider purchasing Insect Swarm, Hypnotize 2, a Plasmid Slot, Armored Shell, and any EVE or Health Upgrades you can afford. Go ahead and proceed through the doorway leading to Operations—you won't get far!

FIND THE GRAVITY WELL PLASMID

A mag-locked door is cutting you off from Operations. The Gravity Well Plasmid would be useful in disabling the resistors that keep the magnetic lock from overloading. Search Minerva's Den for the Gravity Well Plasmid.

AIR-TITE ARCHIVES

Zap the door control with Electro Bolt to enter the Air-Tite Archives area. Hack the Security Camera in the entryway to Air-Tite Archives and collect the **Audio Diary** ("The Wager") from the chair on the left. Hack-and-smash the Health Stations in the restrooms to come away with four free First-Aid Kits and continue on to the reception area.

INSECTS HATE FIRE

Resist using the Ion Laser's Thermal Cell ammo on an enemy that you first targeted with Insect Swarm. The insects will fly away from the target if you set it on fire after they attack. Either ignite the enemy first or use the standard Laser Cell ammo.

Collect the Ion Laser Intensity Upgrade from the dead Lancer on the stairs. This upgrade increases the damage dealt by the Ion Laser. Two Leadhead Splicers attack just beyond the dead Lancer. Draw them and their Security Bots back toward the Security Camera and either use the Bot Shutdown panel to deactivate the Security Bots that come or use Electro Bolt on the Splicers' Security Bots and hack those. Either way, try to get yourself a pair of Security Bots here.



Hack the Health Station for a free First-Aid Kit, then smash it for another one!



Lure the Splicers toward the Security Camera to summon a pair of Security Bots.



You'll need to hack the door control panel through the ceiling of the room below to access the Warehouse.

Ascend the stairs to New Accounts, hack the Turret near the door, and head inside to find the fourth **Vacuum Bot** and the **Booze Hound** tonic. Return the way you came and ascend the stairs near the Gene Bank to find another **Audio Diary** ("Prying Eyes"). Continue west around the counter and descend the stairs on the left to the water-filled lower level. Here you can find another **Audio Diary** ("A Possible Solution") and the **Shotgun**. Use the Hack Tool to open the locked door, via the panel beyond the hole in the wall, to locate the weapon.

Return to the main level and continue straight ahead to the Warehouse section of the Air-Tite Archives. The door directly ahead is locked, so descend the stairs on the right, grab the **Audio Diary** ("Thinker Input 1") and use the Hack Tool to fire a Remote Hack Dart through the hole in the ceiling to hack the door control in the locked room. Hack the **Safe** around the corner in this lower area to obtain 50 Dollars, 18 Trap Rivets, and two Mini-Turrets.

Befriend one of the Spider Splicers and descend the stairs toward the Circus of Values. Use the Hack Tool to hack the Rocket Turret before it is destroyed by your Security Bots, then repair it. It will come in handy on the return trip. Scavenge the empty shelves for an Auto-Hack Tool and Burst Cells, then proceed north to the room left of the Rocket Turret where you'll find the **Natural Camouflage** tonic and a Turret in the water. Hit the water with Electro Bolt to destroy the Turret and grab the tonic.



Whether you already know it or not, you'll need this Gravity Well Plasmid to access Operations.

TEMPORARY FRIENDSHIPS

Remember that Hypnotize 2 doesn't work on Fiery Brute Splicers or Big Daddies. Don't charge up Hypnotize, since it has no effect on larger enemies. Instead, simply splash the Big Daddy or Fiery Brute Splicer with basic (red) Hypnotize to make them your temporary ally.

Note the Plasmid on the ledge high above the Health Station near the Operations Manager's Office—this is the Plasmid you'll need to break the lock off the door to Operations. Ascend the stairs to the right and go through the door to collect the **Gravity Well** Plasmid and an Audio Diary ("Implicating Porter"). There's also a **Safe** containing 50 Dollars, 18 Trap Rivets, and 100 Burst Cells in the office. Purchase some Rocket Spear Ammo from the vending machine on your way back through the Warehouse. Now that you have the Gravity Well, you can make your way to Operations, but it is recommended that you take some time to deal with the final Little Sister, the ADAM Gathers, and to seek out the remaining Vacuum Bot.



LITTLE SISTER ENCOUNTER



Your Security Bots should distract the Lancer enough for you to finish it off with Thermal Cells.

You're likely to encounter the third Little Sister and her Lancer Big Daddy on your way out of the Warehouse. Lure the Big Daddy down the stairs toward the Circus of Values machine and the Rocket Turret that you hacked earlier (near the empty canister shelves). Hit the Lancer with your Rocket Spears and Thermal Cells. Resist the temptation to hurl your new Gravity Well Plasmid at the Lancer because it may inadvertently destroy your Security Bots. Instead, continue to zap it with Electro Bolt while it's busy defending itself against your mechanical allies. Charge up a Burst Cell attack with the Ion Laser to finish it off.



GATHER #1: WAREHOUSE

The first Gather Corpse for this Little Sister is right at the base of the stairs in the Warehouse, in direct view of the Rocket Turret. Put a ring of Trap Rivets around the Little Sister, equip Hypnotize 2 and your Shotgun, and stand back. Befriend a Splicer or two, then move toward the Rocket Turret so you can repair it as it takes damage. Use Insect Swarm on the Splicers that get near the Little Sister to distract them for the Rocket Turret, especially any Fiery Brute Splicers that appear.



GATHER #2: RECEPTION

The final Gather Corpse in Minerva's Den is located in the reception area of Air-Tite Archives, near the customer counters. Place a number of Trap Rivets around the corpse and two Mini-Turrets near the counter behind the corpse to protect the Little Sister. This lets you focus on the more distant Splicers. Befriend any Spider Splicers you can with Hypnotize 2 (or hit a roaming Lancer or Fiery Brute Splicer with the base Hypnotize). Of course, this is also a great time to use Gravity Well. Wait for multiple Splicers to be in proximity of one another, then heave the Gravity Well ball at them. And don't worry; the Gravity Well won't affect the Little Sister. Enemies attacking from the doorway will set off the security alarm. Be ready to hack Security Bots to gain allies, while the Fiery Brute Splicers make their appearance.

Before you return the Little Sister to a nearby vent, take a moment to make sure that you collected all of the items in this area. Locate the **Audio Diary** ("Subversives in the Archives") on the main floor of the Warehouse. Ascend the stairs to Canister Retrieval on the second floor as you make your way back to the lobby. Electrocute the water, hack the Security Camera, and collect the **Audio Diary** ("How to Get Ahead"). Return to the lobby and ascend the stairs toward Rapture Central Computing.

Return the Little Sister to the vent at the top of the stairs in the lobby. Quickly make your way to the Gatherer's Garden in the reception area to spend your ADAM before the Big Sister arrives. Those who have rescued all three Little Sisters in Minerva's Den will gain the **Proud Parent** tonic, 50 Dollars, and 100 ADAM.

Big Sister Is Coming!

One way to neutralize the Big Sister's amazing athleticism is to make her fight you in a tight space. This can be a little risky, but if you wait for her near the window in the reception area by the Gatherer's Garden, you can force her into a tight space where you can make her step in your Trap Rivets. Splash her with Security Command as she enters to ensure the Security Camera sees her, then open fire with Rocket Spears and Thermal Cells. Hit her with Gravity Well to keep her pinned in one place while the Security Bots open fire on her. She'll likely call a Thuggish Splicer to her in effort to regain her health, but this also makes her pause, thereby becoming an easier target for you to hit. Collect the 40 ADAM off of her corpse, but consider holding on to it until you get to Operations.



Make your way to Operations and lob the Gravity Well over the wall where the electromagnetic lock is to suck the fuses out.

BEFORE YOU GO!



Return to the Corporate Offices on the second level of Rapture Central Computing and throw the Gravity Well ball over the door with the electromagnetic lock on it. This will rip the fuses out and allow you access to an otherwise sealed area. Search this area for an **Audio Diary** ("Attracting the Looters") and a Safe containing 100 Dollars, three Heat-Seeking Rockets, and 100 Burst Cells along with the final **Vacuum Bot** containing the **Drill Lurker** tonic.

Continue to the western end of this area to find several Heat-Seeking Rockets and the **Launcher**. A Fiery Brute Splicer attacks after you collect it, so be ready!

RAPTURE DIRECTORY: OPERATIONS



FIND A BATHYSPHERE SIGNAL BEACON

Once Porter has *The Thinker's* machine code in hand, he plans to use a bathysphere to escape Rapture. Unfortunately, Lamb's torpedoes shoot down any bathysphere attempting to leave the city. Porter needs you to find a bathysphere signal beacon that can be hacked and turned into a signal jammer, thwarting Lamb's defenses.

AIRLOCK

Descend the stairs beyond the lobby and ready yourself with Electro Bolt and the Ion Laser. Ignore the Houdini Splicer that attacks and focus on her two Security Bots instead. Zap them out of the sky and hack them to turn them against her. Purchase a Gene Tonic Slot from the Gatherer's Garden, then proceed through the door toward the airlock area.



It can be easier to hack the Security Bots directly than trying to hit a Houdini Splicer with Security Command.



Don't miss the Auto-Hack Dart near the hole in the wall. They're going to come in handy on the return trip!

Locate the **Upgraded Shotgun** and **Audio Diary** ("The Man and the Machine") beyond the door. The Upgraded Shotgun increases the Shotgun's capacity from two to six shells. Hack the Security Camera beyond the curtain of water and proceed down the stairs to the pool of electrocuted water where a Splicer stuck his finger in the socket. Throw the Gravity Well at the Splicer to break the circuit and open the door. Pick up the Audio Diary ("Signal Beacon").

Throw the lever in the airlock and step outside. There are three ADAM Slugs in this area. The first is to the right, near the window. The second is on a boulder to the left, where the trail splits, and the third is on the rocks near the pink glowing coral opposite the bathysphere. The signal beacon you seek is at the end of the path, on the outside of a bathysphere.



Grab the signal beacon off the exterior of the bathysphere, then return the way you came.

HACK THE SIGNAL BEACON

Along with *The Thinker's* machine code, Porter needs a hacked bathysphere signal beacon to escape Rapture. Go to the Programming wing and use the Master Input console in Reed Wahl's office to reprogram the beacon into a signal jammer.

PROGRAMMING

Return to the airlock and drain the room, noting the Splicer who activated a Turret in the room with the window. Use the Hack Tool to safely hack the Rocket Turret, then turn and destroy the one near the door. Hack the door control on the left to exit and return to the central lobby where a Little Sister and **Audio Diary** ("Partnership with Porter") can be found.

PROUD PARENT, MASTER PROTECTOR

Those who have played through the Protector Trials and rescued the three Little Sisters in Minerva's Den can use these two tonics to gain 100 ADAM from each Gather.



LITTLE SISTER ENCOUNTER



3-3
Heat-seeking Rocket

Try to turn the Splicers and their Security Bots against the Lancer.

You'll encounter the first Little Sister and her Lancer protector in the lobby on the way to Programming. Splicers with personal Security Bots will also be present. Splash them with Hypnotize to turn them and their Security Bots against the Big Daddy. Watch the Lancer's Ion Laser, since it will start to glow brightly before the Big Daddy performs its Ion Flash attack. This bright burst of light temporarily blinds you and leaves you susceptible to attack. Look away quickly! Use Electro Bolt to keep the Lancer stunned while you hit him with Heat-Seeking Rockets and Thermal Cells.



15-20
Anti-Personnel Rounds

GATHER #1: OPERATIONS LOBBY

The first Gather Corpse is close to where you encountered the Little Sister. The corpse is up the stairs, just beyond the Gatherer's Garden machine. Set up Trap Rivets and a Mini-Turret near the corpse, then take up position on the balcony overlooking the corpse. The door to Core Access is locked, so you needn't worry about any attackers sneaking up behind you. Use Hypnotize 2 to befriend the Leadhead and Houdini Splicers that attack, and hurl Gravity Well at the Little Sister whenever any Splicers get too close. Use the ADAM from this Gather to purchase Security Command 2 or Gravity Well 2 from the nearby Gatherer's Garden.



0:38
Enemy Triggered

40-10
50 Caliber Rounds

GATHER #2: SYSTEM PROGRAMMING

The next Gather Corpse is in System Programming, in the main room that is just north of Reed Wahl's Office. Take a moment to hack the Turret by the stairs to the left of the corpse, as well as the Security Cameras in the hallway to the top of the stairs and by Wahl's office. The more Security Cameras you hack, the easier this is going to be. Use the Trap Rivets located under the desk to ring the Little Sister. Use the Bot Shutdown panel in the hallway to the north to gain some extra Security Bots to hack if you don't have any (and haven't purchased Security Command 2), then stand back and watch the elaborate security system work for you. Conserve your ammo and let your Hypnotize and Security Command 2 Plasmids do the hard work for you.



The Electric Security Bot electrocutes the Fiery Brute Splicer while it's in the water.

Enter the System Programming area through the door in the lobby and use Electro Bolt to enter the storage area on the left. There you'll find the **Upgraded Rivet Gun** and a **Vacuum Bot**. Acquire the **Audio Diary** ("In Capable Hands") from the planter. Continue south to where the Fiery Brute Splicer is standing with a Security Bot. Hit the brute with Security Command, then open fire on its head with Heavy Rivets while the Electric Security Bot electrocutes him.

Take a moment to collect the **Hardy Machines** tonic from the room up the stairs nearest the second Gather Corpse, along with the **Audio Diary** ("How We Met") and **Safe** containing 10 Dollars, Spear Ammo, and Bandages. If you don't trust yourself to hack the Safes manually, you may want to skip this one, as the contents aren't very valuable and certainly not worth an Auto-Hack Dart.

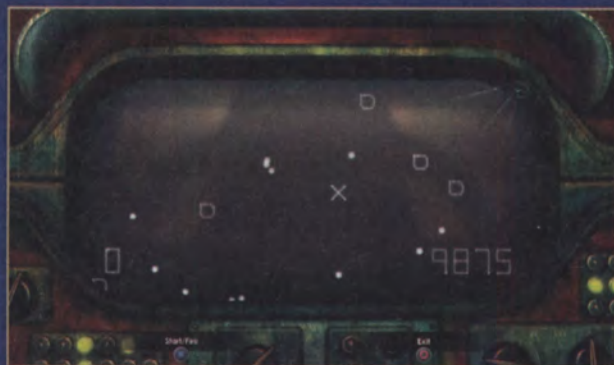
Make your way across the Data Processing room to the west and ascend the steps near the Circus of Values. Lob a Gravity Well polyp over the wall on the right to break the mag-lock on the door around the corner. The small room contains a wealth of ammo including some Anti-Personnel Rounds for the Machine Gun you'll find shortly, as well as a **Safe** containing 57 Dollars, three Trap Spears, and eight Heavy Rivets.

Ascend the stairs to the west in Data Processing, kill the Splicer on the fourth floor, and listen closely to the **Audio Diary** ("Spitfire") lying near the computer terminal. Spitfire is an old-school computer game playable on the computer next to the Audio Diary.



Toss a Gravity Well 3 at the Splicers playing dead to coat them in acid.

SPITFIRE HIGH SCORE



Use the Movement Controls to pilot your Spitfire spaceship (the "X") while rapidly pressing the Fire Weapon button to shoot projectiles at the inbound spacecraft. Your craft will fire in the direction you are steering, so you must be careful not to pilot yourself into your own projectiles. The normal circular objects are worth 125 points and the fast-moving ones that periodically zip across the screen are worth 500 points. Shoot in a variety of directions as fast as you can to intercept the enemies before they fire. The enemies will attack more and more as the game goes on (you get a total of four lives). It's best to ease up on your firing if the screen gets too crowded with bullets so you can focus on avoiding being hit. Score 9999 points in a single game to unlock the "High Score" Achievement/Trophy. The game will crash and you'll exit the terminal upon reaching the top score.

Listen to the **Audio Diary** ("Milk Money") near the locked door to the right of the Spitfire terminal to learn that the key to the door has been put inside the nearby Circus of Values machine. Unfortunately for you, Felix Birnbaum's Office Key costs 250 Dollars. Go ahead and buy if you have the cash, otherwise come back for it later. Either way, you're going to want it as the office contains a wealth of valuables including another **Audio Diary** ("Behind the Scenes") and a **Safe** containing 74 Dollars, three Mini-Turrets, and 60 Burst Cells.

Locate the **Upgraded Machine Gun** from the walkway to the left of the Circus of Values and the **Vacuum Bot** around the corner from it on the right. Return to the lobby and proceed to Reed Wahl's office beyond the graffiti warnings and Security Cameras.

Equip the Hack Tool and Electro Bolt and be ready for the two Turrets that flank Wahl's desk. Fire a Remote Hack Dart at the one on the left and dash across the room and down the stairs adjacent the Turret to avoid the other Turret's attacks. Hack it while your Security Bots destroy the other Turret.



Return to the Circus of Values with 250 Dollars to buy the key to the nearby office.



Be ready with Electro Bolt and the Hack Tool for the two Turrets that Reed summons.



The arrangement of the books in Reed Wahl's Office matches the code to unlock his secret room.

Listen to the **Audio Diary** ("The Books are the Code") in the desk drawer to get a clue concerning the keypad beneath the desk. Locate the bookshelves near the El Ammo Bandito and study the pattern of the books. You'll see that they are arranged in groups of 2, 3, 4, and 1. That's the code! Enter the secret room behind where the bookshelf was to find a **Safe** containing 41 Dollars, three Mini-Turrets, and 10 Solid Slugs. More importantly, you'll find the Master Input console with which you can hack the signal beacon. Wait for C.M. Porter to finish the hack sequence then reacquire the signal beacon.

GET TO COMPUTER CORE ACCESS

You need to print out *The Thinker's* machine code so Porter can return with it to the surface. Head to Computer Core Access.



LITTLE SISTER ENCOUNTER



Use Security Command 2 to summon Security Bots and to splash the Lancer and Splicers with.

A Lancer and his Little Sister are likely to appear in the main room outside Wahl's office as you exit with the signal beacon. You may also encounter a Fiery Brute Splicer and several other Splicers too. Use the Turret and Security Cameras to your advantage by splashing the Big Daddy with Security Command and unleashing Insect Swarm 2 on the Splicers. Set the Lancer on fire with Thermal Cells, then switch to the Shotgun, load the Solid Slug ammo, and aim for its head! Stick close to the upper walkway near Wahl's office door and strafe behind the wall and windows if you happen to get blinded by the Lancer's Ion Flash attack.



GATHER #1: DATA PROCESSING

The Gather Corpse is in the server room at Data Processing and is worth stopping at after claiming the ammo and other valuables from the locked office upstairs. Summon a pair of Security Bots and place a ring of Trap Rivets around the corpse. Ready your Hypnotize 2 Plasmid for the first Houdini Splicer you see, then switch to Insect Swarm 2 or Gravity Well 3. Load the Machine Gun with Anti-Personnel Rounds and keep it trained on the door so you can cut down any Fiery Brute Splicers that appear. Now that you have all of the weaponry and most of the Plasmids, it should be getting easier to protect your Little Sister.



GATHER #2: SYSTEM PROGRAMMING

The next Gather Corpse is located in the Programming area where you found the Hardy Machines tonic earlier. There are two entrances to this room, but with a Security Camera in the hallway outside and two Security Bots by your side, it's unlikely that many Splicers will even get inside. Set up some Trap Rivets near the doors just in case and ready the Security Command Plasmid and Rivet Gun for any Splicers that get too close. Hang out by the Little Sister and let your defenses work their magic.

Return to the main Operations lobby and use your wealth of ADAM to purchase the Deadly Machines and Medical Expert tonics, Gene Tonic Slots to accommodate them, and either Insect Swarm 3 or a pair of Health and EVE Upgrades. Continue east to Core Access.

The door to Core Access is burst open by an Alpha Series Big Daddy. Hit it with Insect Swarm, then stand back and allow your Security Bots to aid you in further damage. Continue through the tunnel, following the signs east, to the next door. Open the door and splash the Splicers in the room with Security Command to trigger the Security Camera alarm. Hack the Security Camera above the door and continue straight ahead, following the signs to Core Access.



You'll encounter a number of mad Alpha Series going forward. They're vulnerable to Insect Swarm and Heavy Rivets.

RESET THE CLIMATE CONTROL TURBINE

Porter needs you to reach the Computer Core to print out The Thinker's machine code. Unfortunately, Reed Wahl has frozen over the access chamber by throwing the Climate Control turbine into overdrive. Head to Climate Control and reset the turbine to unfreeze access to the Computer Core.

CLIMATE CONTROL

The direct route is locked up for now—frozen over thanks to Wahl—so you're going to have to go a different way. Return the way you came, descend the stairs near the Gatherer's Garden, and loop around to the right, past the ice, to find a **Vacuum Bot** and the **Upgraded Drill** impaled on a Splicer. Ride the elevator down to the maintenance area.

The fourth **Vacuum Bot** in Operations is directly ahead. Fend off the Fiery Brute Splicer with Anti-Personnel Rounds and Electro Bolt and claim the **Incinerate! 2** Plasmid from the rear of the room. Consider swapping out Telekinesis if you have only six Plasmid Slots available (and buy another one at the next opportunity!). Pick up the **Audio Diary** ("Wheels Within Wheels") near the elevator, then ride it up and use your newfound Plasmid to melt the ice.



The Vacuum Bot is on your left as you loop around the room in a clockwise direction.



Melt the ice with the Incinerate! 2 Plasmid found on Level 1 and enter Climate Control.

SMASHING THE NAMED JARS

You can collect an extra 10 ADAM by smashing open the jars with the names on them. These jars are sprinkled throughout this portion of Rapture and each contains an ADAM Slug.

The crystalline blocks of ice you see explode when shot, so give them a wide berth and treat them like fuel barrels—only target them if they're truly in your way or if a Splicer is nearby! Listen to the **Audio Diary** ("Porter's Legacy") straight ahead. Duck down beneath the suspended walkway on the right and gather up the ammo and ADAM Slug in the water, then return the way you came. The Armor-Piercing Rounds will now be available at El Ammo Bandito machines.

The frozen Splicers in the next area aren't all dead. Some are Wintry Houdini Splicers just pretending. Hit them with Incinerate! (they are immune to Winter Blast) and open fire with the Ion Laser or Anti-Personnel Rounds. Wintry Houdini Splicers are among the most common enemies from this point on, so visit a Gene Bank and outfit yourself accordingly.



Bundle up for the cold! Wintry Houdini Splicers are going to do all they can to freeze you in your tracks.

Ignore the items you see through the windows on the right for now and instead continue on straight ahead, following the signs for the turbine area. Hack the vending machine on the left near the mag-lock and loop around to the balcony facing the locked door. Toss a Gravity Well over the wall to open the door and collect the ammo near the terminal.

Duck under the pipes on the right, inside the turbine area, to find the **Upgraded Launcher**. Continue down the stairs to the frozen turbine area and melt the piles of snow and ice scattered about to find some valuable ammo. Collect the **Audio Diary** ("Detonating the Tunnel") from the terminal near the Little Sister Vent. Proceed through the door near the Health Station and eliminate any Splicers in the area.

WAIT FOR THE LITTLE SISTER!

The Big Daddy patrolling the turbine area (likely without a Little Sister when you first see him) will still be wandering the area after you reset the turbine control. Let the Big Daddy be for now and do not attack him if he does not have a Little Sister with him, as it will take a very long time for another Lancer to respawn in this area. Consider reloading your last game save if you accidentally engage the Lancer before he summons his Little Sister. Otherwise, you may need to wander the Operations area for a while waiting for him to respawn.

The door on the left is locked, but you can fire a Remote Hack Dart through the gap in the jammed doors on the far side of the room. Use this to hack the door control and retrieve the **Ice Storm** tonic inside.



You won't be able to budge these doors open, but you can hack the door control and enter from the other side.

Descend the stairs toward Turbine Maintenance, following the flashing red warning signs. Continue across the catwalk to the control room and melt the ice with Incinerate! to pull the override switch and reset the climate control. Now that you reset the turbine, you can continue to The Thinker, but it's best to spend some time exploring the rest of this area, as there's still another Vacuum Bot to find and a Little Sister to deal with.



Melt the ice and pull the switch to reset the turbine so you can continue to Core Access.

Operations is now crawling with Alpha Series Big Daddies, so keep your Electro Bolt (or Insect Swarm) handy and a pair of Elite Security Bots near your side at all times. Follow the exit signs south through the Climate Control area until you reach the room with the windows on the left revealing several collectibles. Ascend the stairs to the room with the large tank in the center and locate the final **Vacuum Bot** in the back near the corpse of a fallen employee. Descend the stairs on the left to find another Upgraded Ion Laser, an **Audio Diary** ("Pearl, Alone"), a **Safe** containing 62 Dollars, five Solid Slugs, four Rocket Spears, and the **Elemental Sponge** tonic. Equip the Elemental Sponge tonic immediately!



LITTLE SISTER ENCOUNTER



Wait for this Lancer to signal for the Little Sister to emerge before you attack him!

The Lancer will slowly make his way to the Little Sister Vent outside the turbine control area in Climate Control. Wait for the two of them to get sufficiently far enough away from the vent so that she doesn't frighten and return to the vent as you attack the Lancer. Consider laying some Gravity Well traps before splashing the foe with Security Command. Draw him into the Gravity Well traps as your Security Bots open fire on him. Stun him with Electro Bolt if he manages to avoid the Gravity Well traps and finish him off with Heat-Seeking Rockets or Armor-Piercing Rounds.



GATHER #1: TURBINE CONTROL

The first of the two Gathers is right near where you probably adopted the Little Sister. These final two Gathers are among the hardest in Rapture because you're dealing with a large number of Wintry Houdini Splicers simultaneously. Set up several Mini-Turrets, a good number of Trap Rivets, and be sure to summon a pair of Security Bots. Consider placing Gravity Well traps near the entrances to the area, as well. Stand back in the nook behind the corpse so that you aren't in the line of fire and fend off the Splicers that get too close while allowing your defenses to handle the rest. The Wintry Houdini Splicers can freeze your Mini-Turrets, but they'll thaw after several seconds.

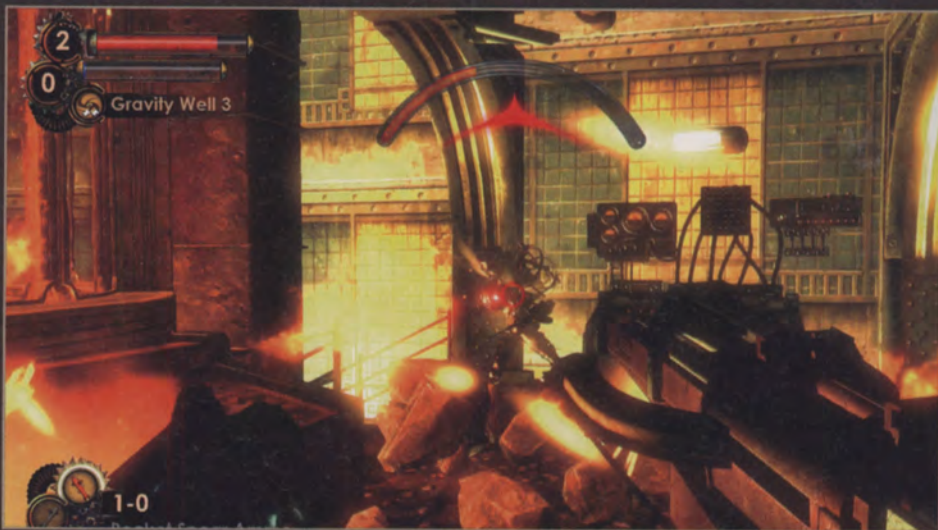


GATHER #2: CLIMATE CONTROL

The final Gather Corpse is in the room with the large tank, where the final Vacuum Bot was located. Utilize the large oil slick to set Wintry Houdini Splicers on fire as they attack, while also making sure to cover the entrances with Trap Rivets and Trap Spears (though the latter do pose a risk to your Security Bots). Equip the Shotgun and Phosphorescent Buck and unleash Insect Swarms on the Wintry Houdini Splicers as they enter the area. Instead of staying in one place, consider sprinting laps around the room, circling the tank, so you can pick off the Splicers as they appear.

Big Sister Is Coming!

Return the Little Sister to the vent outside this room to unlock the "ADAM Addict" Achievement/Trophy and to summon the next Big Sister. Descend the stairs to the area near the Gene Bank and use Hypnotize to befriend any Splicers in the area. Summon two Security Bots, ready a Gravity Well trap, and equip your Rocket Spear Ammo or Heat-Seeking Rockets. You may even want to lay down any Mini-Turrets you have left, as you won't need them going forward. Repair your Security Bots to keep the Big Sister distracted and continue to fire on her. Switch to Armor-Piercing Rounds if you run out of the heavy firepower. Collect the ADAM from her corpse and head to the nearest Gatherer's Garden to collect your gift.



Follow the Exit signs back to Core Access, passing the Gatherer's Garden in Engineering along the way. There will be a gift from Tenenbaum waiting for you if you dealt with all three Little Sisters in Operations. The gift includes the **Armored Shell 2** tonic, 100 Dollars, and 120 ADAM. Splice in the Armored Shell 2 tonic along with the base version. Swap out Proud Parent and/or Master Protector, as you won't need them anymore. Proceed through the Clean Room that was formerly frozen to access The Thinker.

RAPTURE DIRECTORY: THE THINKER



- | | | | |
|---|-------------------|---|------------------|
|  | HEALTH STATION |  | BOT SHUTDOWN |
|  | GATHERER'S GARDEN |  | CIRCUS OF VALUES |
|  | PLASMID |  | SAFE |
|  | TONIC |  | EL AMMO BANDITO |
|  | GENE BANK |  | WEAPON |
|  | AUDIO DIARY |  | VACUUM BOT |

PRINT OUT THE THINKER'S CODE

Porter needs you to secure a hard copy of the machine code from the Rapture Central Computing mainframe. Go to Computer Core Access and print out the code.

MAINTENANCE

Hack the Security Camera directly above the Health Station as soon as you arrive. Swap to the Speargun and snipe the Splicers that appear from the right-hand door, then switch to something a bit more powerful for the Fiery Brute Splicer coming from the left. Hit him with Winter Blast as he steps within sight of the Security Camera.



Freeze the Fiery Brute Splicer near the camera so the Security Bots can rip him to shreds.

The door controls to the Core Access have been sabotaged, so you're going to have to go another way. Porter needs you to proceed through the maintenance area, down the stairs on the left.

Continue north through the maintenance area, clambering up and over the wooden crates as you go. Zap open the door to the Cable Room and drop off the ledge into the water-filled pit below. Crouch down and make your way through the utility shaft to find the **Fountain of Youth** tonic. Hang out where you are in the water until your health has replenished and continue on. Ready the Ion Laser and open fire on the pair of Mini-Turrets that get deployed in your path.

Ready the Hack Tool as you proceed under the pipes and up the ramp in the distance, as there's a Turret waiting for you out of the water. Continue past the Turret, then crouch down once again and crawl through the ventilation shaft to the left of the blockaded door. Drop off the ledge and pick up the **Audio Diary** ("Rapture Departure Protocol") illuminated by the spotlight. Ascend the stairs to find several Heat-Seeking Rockets and go through the door to the Computer Core.



Blast the Mini-Turrets as soon as they appear, then let the water heal you with the Fountain of Youth tonic.

COMPUTER CORE

Take a moment upon reaching the Computer Core to hack the Health Stations on the ground floor and to stock up on ammo and, more importantly, EVE Hypos. Ensure that you have Hypnotize equipped. Summon a pair of Elite Security Bots, then ascend the stairs to the control room where you find the code printer you need.



The battle begins as soon as you access the code printer.

DEFEAT REED WAHL

Reed Wahl is trying to keep you from securing The Thinker's machine code. Fight Back!

It's come down to this—you versus Reed—just as you knew it had to. Reed isn't about to fight you one-on-one, however. Instead, he summons pairs of Alpha Series to attack. Splash one of them with Hypnotize to enrage the Big Daddy and have him attack the other while your pair of Security Bots continue to open fire on both of them. Alpha Series enemies are equipped with Launchers and they'll likely use these to break the window to the control room, thereby giving you the opportunity to fire on them from afar. Use the Armor-Piercing Rounds or any Heat-Seeking Rockets that you happen to have on hand.



Turn the Alpha Series Big Daddies against one another with the help of the Hypnotize Plasmid.

A second pair of Alpha Series enter the battle after the first two perish. Pursue them on the ground floor and continue to use the power of Hypnotize and Security Command to keep the odds in your favor. A Turret to the right of The Thinker emerges from the floor, so be careful if you descend to the main floor. Roam the floor while the Big Daddies attack one another and hit them with Phosphorous Buck.

Reed Wahl attacks last, armed with two Security Bots by his side. Splash him with Security Command to turn his bots against him, then, while he's busy trying to fend off four Security Bots, open fire with fully-charged Burst Cell attacks.



Turn Wahl's Security Bots against him and open fire with the Ion Laser's Burst Cell ammo.

SPOILER-FREE ENDING

This walkthrough is purposefully light on details through the remainder of this chapter so we don't spoil any of the story. If you made it this far, you'll manage the simple navigation that follows.

Collect the Administrator Punchcard (and Pocket Lint and Chewed-Up Pencil) from Reed Wahl's corpse and return to the control room. Insert the Administrator Punchcard into the reader to retrieve the machine code. Collect the printout, listen to what you are told, then proceed down the stairs and out the door. Ride the elevator down to the lower level. Listen to the final **Audio Diary** ("Pearl") and follow the meandering path to the bathysphere.



The bathysphere and your one-way trip to the surface await. Well done, Sigma.

ACHIEVEMENTS AND TROPHIES

There are eight Achievements/Trophies in the Minerva's Den expansion, several of which are story-related and will be unlocked through normal progression of the game. For that reason, we must warn you that the following descriptions do contain several spoilers. Read at your own risk!

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	LOGIN	20	SILVER	Reached Rapture Central Computing Operations.
	ROOT ACCESS GRANTED	20	SILVER	Reached Computer Core Access.
	LOGOUT	50	SILVER	Escaped Minerva's Den.
	SUDO	20	BRONZE	Wrested control of The Thinker from Reed Wahl.
	GARBAGE COLLECTION	10	BRONZE	Destroy all 10 Vacuum Bots in Minerva's Den. There are five Vacuum Bots in Minerva's Den and five Vacuum Bots in Operations. Each of their locations is marked on the maps in this chapter and called out in the strategy. Keep in mind that you must find and destroy the Vacuum Bots in Minerva's Den before proceeding to Operations. There's no coming back!
	LANCER KILLER	10	BRONZE	Kill a Lancer Big Daddy. Lancers protect the Little Sisters in Minerva's Den and you're bound to encounter at least one or two of them on your way to Operations, most likely just as you return to the lobby after getting the punchcard. Consult the strategy in this chapter for defeating the Lancer efficiently.
	ADAM ADDICT	10	BRONZE	Resolve all the Little Sisters in Minerva's Den. There are three Little Sisters in Minerva's Den and three in the Operations area. Dispatch each of their protective Big Daddies and either adopt or harvest the Little Sister. You needn't perform any Gathers with them, nor take them to the vent. You simply need to resolve their situation. As with the Vacuum Bots, there is no returning to Minerva's Den once you leave for Operations, so be sure to deal with all three Little Sisters in Minerva's Den before you step onto the elevator.
	HIGH SCORE	10	BRONZE	Get 9999 points in a single game of Spitfire. The Spitfire arcade game is located on the fourth level of Operations. This simple old-school arcade game challenges you to fly a small craft around the screen while avoiding inbound projectiles. Shoot the larger enemy craft for points. Your craft fires in the direction you are steering, so you must be careful not to pilot yourself into your own projectiles. The normal circular objects are worth 125 points and the fast-moving ones that periodically zip across the screen are worth 500 points. Shoot in a variety of directions as fast as you can to intercept the enemies before they fire. The enemies will attack more and more as the game goes on (you get a total of four lives). It's best to ease up on your firing if the screen gets too crowded with bullets so you can focus on avoiding being hit. Score 9999 points in a single game to complete this challenge. The game crashes and you'll exit the terminal upon reaching the top score.

ACHIEVEMENT & TROPHY GUIDE

BioShock 2 contains 38 Achievements and Trophies that you can unlock, but doing so will require at least two playthroughs, with one on the hardest difficulty.

STORY PROGRESSION

The following Achievements/Trophies are unlocked through completion of the single player story. The following section does contain spoilers, so consider yourself warned! You can unlock each of these bonuses regardless of difficulty setting and your use of Vita-Chambers, and regardless of how you decide to deal with the Little Sisters and the choice characters you encounter.

SPOILER WARNING!

This is your final warning. The Achievements/Trophies outlined in this first section reveal various milestones in the single player story, and therefore contain some spoilers. If you wish to avoid having any aspect of the story revealed before you play it, you should skip ahead to the other sections of this chapter until you have completed the game.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	DADDY'S HOME	10	BRONZE	Found your way back into the ruins of Rapture. Make your way through the Adonis Luxury Resort and across the sea floor to the Atlantic Express Depot. Acquire the Electro Bolt plasmid and the Rivet Gun and fend off the brief attack by the Big Sister. Follow the Big Sister to the banquet room where she'll smash the glass and flood the area. Continue north to the airlock beyond the cliff.
	PROTECTOR	20	BRONZE	Defended Tennenbaum's train from Lamb's Splicer attack. Hack the Security Camera and Health Station outside the gates and set a number of Trap Rivets throughout the lobby in preparation for this battle. Lure the first wave of Splicers into the lobby towards the Trap Rivets. Head into the train station proper and lure the second wave towards the Security Camera to enlist the help of a Security Bot.
	SINCLAIR'S SOLUTION	20	BRONZE	Joined forces with Sinclair in Ryan Amusements. Fight your way through Ryan Amusements to adopt a Little Sister and help her gather the ADAM needed to purchase the Incinerate! Plasmid. Put this fire-throwing Plasmid to use back at the train station, and melt the ice blocking the train's progress. Ryan meets up with you after you throw the train override switch. Fight your way onto the train and take a ride with your new partner.
	CONFRONTED GRACE	10	BRONZE	Confronted Lamb's lieutenant in Pauper's Drop. Make your way to the top floor of Sinclair Deluxe Tenements and enter Apartment 307. Tear down the poster of Sofia Lamb and press the hidden button inside the wall to reveal the secret room where Grace is hiding. Approach the window to have Grace open the door, then go inside and get the Override Key.
	DEFEATED THE PREACHER	20	BRONZE	Defeated the Preacher. Make your way to Pump Station No. 5 on the eastern side of Plaza Hedone in Siren Alley and take out "Father" Simon Wales. Although he's taken the form of a Spider Splicer, he possesses roughly 600% the health of one. He also has a Security Bot under his command that you'll need to turn against him either by hacking it or by hitting Wales with Security Command. Use Rocket Spears and Anti-Personnel Rounds to bring down Simon Wales. A Mini-Turret definitely helps as well.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	NOSE FOR NEWS	20	BRONZE	Discovered the truth about Dionysus Park. Stanley Poole has cut you a deal—he'll override the controls and allow you to continue on from Dionysus Park in exchange for dealing with the three Little Sisters that have returned to the area. He doesn't care how you do it; just defeat the Elite Bouncers that protect them, then either rescue or harvest each of three. These Little Sisters carry with them memories of what led to the park's eventual flooding.
	FOUND LAMB'S HIDEOUT	20	BRONZE	Gained access to Lamb's stronghold. Collect the four ADAM-infused plants scattered around the ADAM Research Laboratory at Fontaine Futuristics and insert them into the Sea Life Tank containing Gil Alexander. Fend off the enemies that attack and use the controls to extract a genetic sample from Gil, then retrieve the key. Return to the seafloor and insert the key into the hidden slot on the OxyFill Station pump. Use the elevator beyond the Airlock to enter Persephone, Lamb's hideout.
	REUNION	50	SILVER	Reunited with your original Little Sister. Control the Little Sister in Persephone and gather up the three Big Sister suit parts. Bring them to Eleanor in the Quarantine Chamber so she can break Subject Delta free from the Examination Room. Take the Summon Eleanor Plasmid from her to complete the reunion. Now you can be with her whenever you want.
	HEADING TO THE SURFACE	25	SILVER	Headed to the surface on the side of Sinclair's escape pod. You've succeeded in helping Eleanor free the Little Sisters from the Pediatric Wards and boil off the water in the vessel's ballast. You made your way down the hallway to the Docking Tunnel after flooding the Docking Platform and completed the game.
	ESCAPE	100	GOLD	Escaped Rapture. This bonus unlocks during the final cinematic, providing you with one more award for completing the game. It luckily unlocks regardless of difficulty setting or how many times you died.

VARIABLE ENDINGS

The following three bonuses require a specific full-game effort on your part to unlock them. Decide which of these you wish to unlock at the start of the game, and stick to the plan. It's best to go after the "Savior" bonus on your first playthrough, with difficulty set to normal. Then, on your second trip through the game, set the difficulty to hard and aim for the "Against All Odds" and "Big Brass Balls" bonus.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	SAVIOR	25	SILVER	Saved every Little Sister and spared Grace, Stanley, and Gil. Let your conscience guide you to setting the ultimate example for Eleanor and choose to rescue all 12 Little Sisters and spare the lives of Grace, Stanley, and Gil. This may get a little confusing with Gil since the recording he leaves behind begs for you to kill him, but you mustn't. At least, not if you want to earn this bonus.
	AGAINST ALL ODDS	30	SILVER	Finished the game on the hardest difficulty level. It doesn't matter how you do it, only that you complete the game on Hard mode. You can treat the Little Sisters any way you wish, and you are more than welcome to use the Vita-Chambers. It's all okay. Just reach the Docking Tunnel scene in Inner Persephone starting without lowering the difficulty from Hard at any point, and you'll unlock this challenging bonus.
	BIG BRASS BALLS	25	SILVER	Finish the game without using Vita-Chambers. Contrary to what you might expect, this bonus can be earned on any difficulty mode, and you don't need to enter the Options menu and turn Vita-Chambers off. That is, so long as you remember to reload a previous game save whenever (if) you die. You should save often and turn Vita-Chambers off in case you forget to reload a prior save during the heat of the battle. This forces you to play more carefully and goes well with playing the game on Hard.

HOOKED ON ADAM

If you take full advantage of the Little Sisters, gathering as much ADAM as you can with them, and spending that ADAM on Plasmids, you can unlock the following seven Achievements/Trophies. Dealing with Little Sisters and maxing out your Plasmids is completely optional, but you won't be able to unlock these bonuses without doing just that.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION	
	ADOPTED A LITTLE SISTER	5	BRONZE	Adopted a new Little Sister for the first time. You don't really have a choice in the matter when it comes to adopting your first Little Sister. This bonus unlocks during your trip through Ryan Amusements—you need the ADAM to purchase the Incinerate! Plasmid—and the only way to get it and therefore advance the story is to defeat a Big Daddy and adopt the Little Sister he was protecting.	
	MASTER GATHERER	30	SILVER	Gathered 600 ADAM with Little Sisters. There are at total of 12 Little Sisters in the game, and each of them can be used to gather ADAM from two corpses. Gathers yield 40 ADAM each. Suffice to say, you must perform at least 15 Gathers to unlock this bonus. Consider performing every available Gather possible as they become available (note that you can still harvest a Little Sister after performing the Gather) to get this bonus sooner rather than later. This gives you chance to bail on Gathers during the later stages of the game, when it becomes dramatically more difficult to protect the Little Sister. If you perform every Gather presented to you, you can unlock this bonus after your third Gather in Dionysus Park. Or, you can open this Achievement/Trophy even earlier by equipping the Proud Parent Tonic.	
	DEALT WITH EVERY LITTLE SISTER	50	GOLD	Dealt with every Little Sister. There are a total of 12 Little Sisters in BioShock 2, including the one that you must deal with as you progress through Ryan Amusements. It doesn't matter whether you harvest or rescue the Little Sisters, only that you defeat their Big Daddy then deal with them one way or the other. Since there is no way to revisit previous locations as you progress from area to area, the number of Little Sisters you forget to deal with in one area become added to the total of Little Sisters available in the next area. For example, there are normally three Little Sisters at Siren Alley and three at Dionysus Park, but if you skip one of the Little Sisters at Siren Alley, there will be four at Dionysus Park for you to deal with. That said, there are no Little Sisters beyond Fontaine Futuristics, so you must deal with every Little Sister available before leaving this area if you wish to unlock this bonus. The following list details the default number of Little Sisters at each area.	
LOCATION		LITTLE SISTERS	LOCATION		LITTLE SISTERS
Adonis Luxury Resort		0	Pauper's Drop		2
Atlantic Express Depot		0	Siren Alley		3
Ryan Amusements		1	Dionysus Park		3
Fontaine Futuristics		3	Persephone		0
Inner Persephone		0			
	BOUGHT A SLOT	5	BRONZE	Bought one Plasmid or Tonic Slot at a Gatherer's Garden. Plasmid and Tonic Slots cost 40 and 25 ADAM, respectively, and though you begin with more than you can initially use, you're going to need to purchase additional slots. You probably should buy your first additional slot while in Pauper's Drop if playing as a Harvester, otherwise you may not have extra ADAM to spare until visiting Siren Alley. Note that the price of Tonic Slots does increase periodically to 35 ADAM after purchasing five, then to 45 ADAM after purchasing a total of nine.	
	MAX PLASMID SLOTS	10	BRONZE	Fully upgraded to the maximum number of Plasmid Slots. There are a total of eight possible Plasmid Slots available to the player (one for each of the primary and diagonal directions on the Plasmid Radial). Players begin with just three Plasmid Slots and must buy four from the Gatherer's Garden vending machines for 40, 50, 60, and 70 ADAM each. It's easier to part with this extra 220 ADAM when playing as a Harvester, but even those who spend their time rescuing Little Sisters can still acquire all of the Plasmid Slots (and have ADAM to spend upgrading the most useful Plasmids) provided they perform the majority of Gathers. Regardless of your approach, aim to acquire seven of the Plasmid Slots before leaving Fontaine Futuristics, as extra ADAM is in short supply beyond that point. The final Plasmid Slot is gifted to you during your time in Persephone.	

ICON	TITLE	POINTS	TROPHY	DESCRIPTION				
	FULLY UPGRADED A PLASMID	10	BRONZE	Fully upgraded one Plasmid to the Level 3 version. The majority of the eleven Plasmid types come in three versions. The basic form is either found as part of the story progression (perhaps as a gift from Eleanor) or purchased for roughly 60 ADAM at a Gatherer's Garden. Level 1 Plasmids can't be charged, and are of limited effectiveness. Players can begin to purchase Level 2 Plasmids starting in Siren Alley for around 100 ADAM depending on the Plasmid. These Level 2 Plasmids can be charged for greater effect. Level 3 Plasmids typically cost roughly 120 ADAM, but are extremely powerful and feature special capabilities that the lower level Plasmids do not have. If you only upgrade one Plasmid to level 3, make sure to choose "Hypnotize"—being able to hypnotize Big Daddies, Brutes, and Alpha Series Big Daddies makes the end-game experience significantly easier.				
	ALL PLASMIDS	20	SILVER	Found or purchased all 11 basic Plasmid types. Each of these Plasmids is either acquired as a gift from Eleanor, left inside a red wagon in the path of your travels, or found and purchased at a Gatherer's Garden. Acquire at least one version of each of the 11 types (no need to purchase Level 2 or Level 3) to unlock this bonus. The following table details the first appearance of each Plasmid. Note that none of these Plasmids are obtained as a thank you gift from the Little Sisters, so you needn't rescue any to get all 11.				
PLASMID	SOURCE	EARLIEST AVAILABILITY	PLASMID	SOURCE	EARLIEST AVAILABILITY	PLASMID	SOURCE	EARLIEST AVAILABILITY
Electro Bolt	Eleanor Gift	Adonis Luxury Resort	Hypnotize	Eleanor Gift	Pauper's Drop	Security Command	Eleanor Gift	Siren Alley
Telekinesis	Eleanor Gift	Atlantic Express Depot	Insect Swarm	Gatherer's Garden	Siren Alley	Winter Blast	Gatherer's Garden	Pauper's Drop
Incinerate!	Gatherer's Garden	Ryan Amusements				Summon Eleanor	Eleanor Gift	Persephone
Cyclone Trap	Gatherer's Garden	Pauper's Drop	Scout	Gatherer's Garden	Siren Alley			
Decoy	Gatherer's Garden	Pauper's Drop						

POWER TO THE PEOPLE!

Another big difference in *BioShock 2* is the ability to apply up to three upgrades to each weapon (Hack Tool and Research Camera excluded). Unfortunately, there aren't enough Power to the People machines to fully upgrade every weapon in the same playthrough, so therefore you must pick and choose. As far as unlocking these bonuses is concerned, you just need to find every Power to the People machine (see the maps in the walkthrough for specifics) and make sure to apply all three upgrades to at least one weapon.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION	
	UPGRADED A WEAPON	10	BRONZE	Upgraded a weapon at a Power to the People Station. You'll unlock this bonus as soon as you make your first selection at a Power to the People machine. And considering that you can't possibly overlook the machine in the Security Wing of Ryan Amusements as you walk down the hall past the lockers, it seems you'll have no trouble earning this bonus.	
	FULLY UPGRADED A WEAPON	10	BRONZE	Installed the third upgrade to a weapon. One of the new features in <i>BioShock 2</i> is that each weapon now has three upgrades instead of just two. There is typically only one or two Power to the People machines per area, so it's best to focus your upgrades on the Rivet Gun early on and stick with it. Unlike in the original <i>BioShock</i> , the number of available upgrades far outweighs the number of vending machines, so fully upgrading your entire arsenal is impossible. Weapons must be equipped with the first two upgrades before the third becomes available. It's possible (though not necessary) to unlock this bonus as early as Pauper's Drop if you apply your two upgrades in Ryan Amusements to the same weapon.	
	ALL WEAPON UPGRADES	20	SILVER	Found every Power to the People weapon upgrade in the game. There are a total of 14 Power to the People machines in the game, and though you can't possibly apply all three available upgrades to every one of your weapons, you can amass an incredible arsenal by using these vending machines. Regardless of this Achievement/Trophy, finding every Power to the People machine should be one of your top priorities—fully upgrading even just one or two weapons can make a huge difference in the latter portion of the game. Consult the maps and text in the walkthrough portion of this book for details on each Power to the People location. They are scattered across the many areas of Rapture as follows:	
LOCATION	POWER TO THE PEOPLE MACHINES	LOCATION	POWER TO THE PEOPLE MACHINES	LOCATION	POWER TO THE PEOPLE MACHINES
Adonis Luxury Resort	0	Pauper's Drop	3	Fontaine Futuristics	2
Atlantic Express Depot	0	Siren Alley	2	Persephone	1
Ryan Amusements	2	Dionysus Park	2	Inner Persephone	2

HACKERS WANTED

The hacking system has undergone a substantial makeover in *BioShock 2*. For starters, the hacking mini-game no longer takes you out of the action—hacking is done in real-time, and enemies aren't going to stop attacking just so you can get a good deal on extra ammunition! Secondly, it's now possible to hack from a distance using the Hack Tool. Fire a dart at the device you plan to hack, then focus on stopping the needle in the blue or green zones that appear. Unlocking these three Achievements/Trophies requires you to make frequent use of the Hack Tool and generally avoid hacking things up close and personally. Stock up on Remote Hack Darts and keep the Hack Tool on the ready. Note that many of the hacks later in the game get much tougher—particularly on safes. But keep in mind that it's possible to perform a hack “buyout” with a tap of the Reload button, and it still counts towards your total number of hacks for these bonuses.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	DISTANCE HACKER	5	BRONZE	Used the Hack Tool to hack an object a distance. Pick up the Hack Tool in the Tool Storage Room at Atlantic Express Depot and fire it through the crack in the window at the door control. Stop the needle in one of the green zones twice to complete the hack and unlock the door. There are countless opportunities throughout the game to perform a hack from distance, but this one is unavoidable and required to progress the story.
	PROLIFIC HACKER	20	BRONZE	Hacked one of each kind of machine. There are a number of different devices that must be hacked (not necessarily with the Hack Tool) in order to unlock this bonus. If you've been hacking everything you could as you progress through the game, then hacking the Turret in the Ride Cart Garage at Ryan Amusements should unlock this bonus. If you haven't, you'll earn the title of Prolific Hacker as soon as you successfully hack a door control panel, Security Camera, Security Bot, vending machine, Health Station, safe, and Turret. Security Bots can be a bit tricky to hack since they tend to fly in an erratic pattern. If you're having trouble, locate a Bot Shutdown Panel, allow yourself to be seen by a Security Camera, then run to the panel and pull the lever once the Security Bots get close. The Security Bots then fall helplessly to the floor, becoming entirely susceptible to hacking.
	MASTER HACKER	20	BRONZE	Hacked 30 machines at a distance with the Hack Tool. Unlocking this bonus takes a bit of dedication on your part, along with a whole lot of Remote Hack Darts and Auto-Hack Darts for the Hack Tool. Resist the urge to run up to vending machines and Health Stations and hack them manually—instead, stand back and use the Hack Tool from afar. It's possible to unlock this bonus strictly by hacking vending machines so long as you remember to use the Hack Tool. And always remember to buy another Remote Hack Dart to replace the one you use.

SMILE FOR THE CAMERA!

The passage of time in Rapture has led to many technological advances, including the creation of the motion picture camera. The Research Camera in *BioShock 2* films battle sequences and scores your recording not on the composition of the initial shot, but rather on how well you layer your attacks and defeat the subject with style. The Research Camera never runs out of film, but it does automatically stop filming after a pre-determined time (which varies depending on tonics used) or once the subject has been defeated or leaves the area, whichever comes first. You'll obtain the Research Camera as part of the story progression in Pauper's Drop. Use it often to ensure you unlock these three bonuses.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	FIRST RESEARCH	5	BRONZE	Researched a Splicer with the Research Camera. Equip the Research Camera (found in the pawn shop in Pauper's Drop) and begin filming one of the Splicers—it doesn't matter which kind. Hit the Fire Weapon button while aiming the viewfinder at the Splicer, then battle the Splicer as you normally would. The Research Camera starts recording the action and assigns a grade. It doesn't matter what your grade is for this bonus—you just need to get the camera rolling with a Splicer on-screen for this Achievement/Trophy.
	ONE RESEARCH TRACK	20	BRONZE	Maxed out one Research Track. Each research subject has four stages of research that can be achieved. Continue to use the Research Camera on the same type of enemy (bearing in mind you can only film an individual once) to further study the subject, score more Research Points, and unlock all four Research Bonuses. This Achievement/Trophy unlocks as soon as you earn a fourth Research Bonus for a given subject. Leadhead Splicers are the most plentiful enemy type and rather easy to maximize the research for due to their numbers. That said, it's best to focus on Thuggish Splicers immediately after obtaining the Research Camera since they do not appear after Pauper's Drop. Use a combination of attacks and layered battle tactics during a filming session to increase your Research Grade and max out the research that much faster. See the section on the Research Camera in the “Into the Dive Suit” chapter for additional scoring tips.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	RESEARCH MASTER	20	SILVER	Maxed out one Research Track. This Achievement/Trophy is the natural extension of the previous one—earn the fourth Research Bonus for all nine research categories! The research subjects fall into the following categories: Thuggish Splicers, Leadhead Splicers, Houdini Splicers, Spider Splicers, Big Daddies, Big Sisters, Security, Brute Splicers, and Alpha Series. Note that the Security category is a catch-all category for research done on Security Bots, Turrets, and Security Cameras (you don't need to research each one individually). Begin your research on Thuggish Splicers right away, since they don't appear in later areas. Upgrading your Hypnotize Plasmid to Level 3 makes researching Brute Splicers, Big Daddies, and Alpha Series enemies go much easier—just remember to start the camera rolling <i>before</i> you hit the subject with Hypnotize! Big Sisters can be very difficult to research because of their rarity and the suddenness of their appearances. You're going to have to be very diligent in your use of the Research Camera to earn this bonus. Be sure to equip the Keen Observer and Extended Reel tonics and have the Research Camera handy at all times. Get a subject in frame and press the Fire Weapon button—you'll automatically swap to your last-used weapon once the camera starts filming.

MY DADDY CAN BEAT UP YOUR DADDY!

It's only natural that a game featuring an armor-clad diving suit and an array of massive weaponry would have its share of combat-related Achievements/Trophies. These bonuses test your ability to both handle the biggest and baddest enemies in Rapture and employ strategy on your part. Put the skills you learn playing the game and in reading this book to use, and watch the bodies pile up. You'll need to use special ammo, hack Security Bots to do your bidding, and even make use of the Telekinesis Plasmid to earn these bonuses. *BioShock 2* awards the player who mixes brain and brawn in equal parts—it's possible to win a number of fights without ever firing a bullet if you prepare properly!

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	UNBREAKABLE	20	SILVER	Defended yourself against the Big Sister without dying. There's no denying that the Big Sister is a severe threat and should never be taken lightly. Though there's no guarantee she'll ever appear at a given point and time (aside from inside Ryan Amusements), you always have several seconds to prepare for her arrival. Look for nearby fuel drums and cylinders and fire a number of Trap Rivets at them. Locate a Bot Shutdown terminal, get detected by a Security Camera, and then shutdown and hack the Security Bots once they arrive on the scene. Depending on what stage of the game you're at—and which Plasmids you have available—consider dual-wielding Incinerate! and the Rivet Gun loaded with Heavy Rivets. Deploy a Mini-Turret or two, and if possible, use Hypnotize to enlist the help of nearby Splicers or Big Daddies. Try to keep at least a good twenty feet or so from the Big Sister. Switch to the Drill if she gets close and hold the Fire Weapon button to bore a hole straight through her! Lastly, bring plenty of First-Aid Kits. You're going to need them.
	LOOK AT YOU, HACKER	15	BRONZE	Killed 50 enemies using only hacked Security. This is a relatively easy Achievement/Trophy to unlock provided you remain patient and allow your hacked Security Bots and Turrets to do their job. It's important to note that you must actually hack the Security Bot and/or Turret inflicting the damage—you won't get credit for kills made as a result of hacking a Security Camera or using the Security Command Plasmid. Use the Hack Tool to distance-hack any Turrets you encounter, and try to lure Splicers towards them. Another way to rack up the kills is to allow a Security Camera to spot you, then locate a Bot Shutdown terminal and disable them. Hack them once they fall to the ground and lead them around towards enemies. Equip Hardy Machines and Deadly Machines tonics to make them even deadlier! Lastly, consider using the Security Command 3 Plasmid to summon Elite Security Bots with a flick of the wrist—stand back and watch them rip enemies to shreds with their high-powered Machine Guns!

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	TRAP MASTER	15	BRONZE	Killed 30 enemies using only traps. The player has two types of traps available to them as a Big Daddy: Trap Rivets and Trap Spears. Trap Rivets stick to the surface of whatever they are fired at and emit a short laser tripwire that fires a second rivet at the subject when crossed. Shooting Trap Rivets at fuel drums and cylinders is a great way to get a lot more bang for your buck—the firing of the secondary rivet causes the explosive container to burst into flames, likely killing numerous enemies at once. Trap Rivets are especially handy during Gathers. The other type of trap-based ammunition is the Trap Spear, which should remind players of the Trap Bolt from the first game. The Trap Spear sticks into walls or objects then launches an electrified wire back in the direction it was shot from to attach to the next wall or object it hits. Stand perpendicular to doorways or staircases and fire the Trap Spear at the wall opposite, then quickly side-step out of the way of the wire. String Trap Spears around the areas Splicers are known to originate from during Gathers to maximize their effectiveness, and unlock this bonus that much sooner. Cyclone Traps can be used as well, but it's quite possible to unlock this bonus before gaining access to that particular Plasmid.
	MASTER PROTECTOR	15	BRONZE	Got through a Gather with no damage and no one getting to the Little Sister. Despite the strength and collection of firepower available to the Big Daddy, it can still be difficult to keep every Splicer from getting to the Little Sister during her Gather (and make sure you don't take a single bullet). This is especially true later in the game. Fortunately, there is one specific Gather that is particularly conducive for mounting a surefire defense: it's the one on the second balcony in the first area of Siren Alley. Place a number of Trap Rivets at the base of the stairs and around the corner on the balcony. Make sure you have a hacked Security Bot accompanying you, and set the Little Sister down. Keep out of sight and let the Trap Rivets work their magic.
	COUNTERATTACK	5	BRONZE	Killed an enemy with its own projectile. You'll need to have the Telekinesis Plasmid active to unlock this bonus. Head to Siren Alley or Dionysus Park (plenty of Houdini Splicers located there) and listen for the whistling sound of an inbound grenade toss. Houdini Splicers like to teleport to balconies or distant ledges and hurl grenades at you from above. Catch one with Telekinesis and toss it back at him before it detonates! You might need to soften him up a bit with a couple shots from the Rivet Gun or Machine Gun to ensure a one-hit kill with the grenade. Hold the Fire Plasmid button down to catch the inbound grenade, and continue holding the button until you line up the grenade with the Splicer who threw it. Release the button to throw it back at him! This can also be done rather easily with a Rumbler. Whittle their health down good and low, then stop attacking. Watch for them to fire a Heat-Seeking Rocket at you, then catch it and throw it back.
	GRAND DADDY	25	SILVER	Defeated three Big Daddies without dying during the fight. Lucky for you, you need not take on three Big Daddies at once! This bonus unlocks after you defeat three successive Big Daddies without dying. A good place to do this is in Siren Alley, where there are plenty of Big Daddies roaming around and you'll have access to the Hypnotize Plasmid to enlist the help of Splicers. The key to defeating Big Daddies without dying lies in proper preparation—and recovery. Be sure to have a full complement of EVE Hypos and First-Aid Kits on hand before the fight, and do your best to enlist the services of a Security Bot or two. Study the area where the Big Daddy is and place Trap Rivets near flammable objects. Load up on Heavy Rivets and make use of Electro Bolt to keep the Big Daddy stunned. If you are going against a Rumbler, quickly switch to the Hack Tool and distance-hack the Mini-Turret it deploys, or target the Rumbler with Security Command to make the Mini-Turret target the Big Daddy. Stay on the move and use a First-Aid Kit whenever your health starts to drop. Remember to take plenty of time between the fights and save your progress after each Big Daddy battle. Reload your game save if you die to get a second chance.

SOMETHING SPECIAL

These three bonuses reward those players who make the most of their return to Rapture—and know a good joke when they see one! Explore the game to its fullest, revel in morbid humor, and spend, spend, spend!

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	BIG SPENDER	15	BRONZE	Spend 2000 dollars at Vending Machines. It definitely takes some time—and you'll have to be committed to searching all corpses, lockboxes, and storage crates—but you shouldn't have any trouble unlocking this bonus by the time you leave Fontaine Futuristics. The biggest threat to your success at becoming the "Big Spender" lies in you not spending your money quickly enough. You can only carry 500 dollars at any given time, and won't pick up more money than that. So while it's obviously important that you search everything you can, you must also remember to visit the Circus of Values and El Ammo Bandito machines regularly and spend that money. Otherwise, you risk not collecting enough to spend.
	9-IRONY	5	BRONZE	Paid your respects to the founder of Rapture. Andrew Ryan's fingerprints are all over Rapture, but nowhere more than at Ryan Amusements, where visitors to the theme park can experience a museum and cart ride constructed entirely in his honor. Seek out one of the many Andrew Ryan mannequins along the "Journey to the Surface" ride and use Telekinesis to knock its head off with a golf club. The exhibit on the first floor near the entrance to the ride platform has a golf club in it for your use, as does the final exhibit at the end of the track. Or you can pay your respects elsewhere, provided you steal a golf club from one of the Thuggish Splicers that frequently wield them.
	RAPTURE HISTORIAN	40	GOLD	Found 100 Audio Diaries. Though there are well over 100 Audio Diaries in the game, you need not find them all in order to unlock this bonus. This should allay your concerns regarding the inability to return to previously visited areas. Follow along with the walkthrough, the maps, and the following table to find as many of the Audio Diaries as you see fit. If you find them all, you unlock this bonus while at Fontaine Futuristics, likely when you pick up the "Gil's Place in the Plan" recording. Even though you only need to locate 100 for this Achievement/Trophy, the full listing of them is revealed here. Much of Rapture's story can only be known by locating these Audio Diaries. Though you'll find the text for all 128 of them in the walkthrough, it's always a good idea to seek them out in the game.

AUDIO DIARY LOCATIONS

NO.	TITLE	AUTHOR	LOCATION
1	Attention: Workers!	"Big Kate" O'Malley	Adonis Luxury Resort: On the column near the generator.
2	Fitness	Rachelle Jacques	Adonis Luxury Resort: Near the locked sauna.
3	To My Daughter	Sofia Lamb	Adonis Luxury Resort: Outside the ladies' restroom, near the lockers.
4	Return	Brigid Tenenbaum	Adonis Luxury Resort: In the metro lobby near the courtyard.
5	They Called it Rapture	Mark Meltzer	Adonis Luxury Resort: On the floor in the bathysphere docking area.
6	Generation	Andrew Ryan	Adonis Luxury Resort: On the bar at the rear of the Grand Foyer.
7	Escape from Rapture	Sammy Fletcher	Adonis Luxury Resort: Search the corpse inside the sunken bathysphere on the sea floor.
8	Mr. Tape Recorder	Eleanor Lamb	Atlantic Express Depot: Behind the fan in the Runoff Maintenance Tunnel — must use Telekinesis to obtain.
9	The Great Chain Rattles	Andrew Ryan	Atlantic Express Depot: In the room on the left of Train Workshop 6A.
10	Just a Fad	Prentice Mill	Atlantic Express Depot: On the balcony of the Drafting Room.
11	Ryan vs. Lamb: Reality	Sofia Lamb	Atlantic Express Depot: In the kitchen of the cafeteria near Workshop 6B.
12	What Happened to the People?	Mark Meltzer	Atlantic Express Depot: Near the mattress and colored lights in the corner of Workshop 6B.
13	Know the Beast	Sofia Lamb	Atlantic Express Depot: Near the jammed gears in Workshop 6B.
14	Improving on Suchong's Work	Gil Alexander	Atlantic Express Depot: In the office after exiting the elevator.
15	The Situation	Brigid Tenenbaum	Atlantic Express Depot: On a park bench near the train.
16	Eleanor's Progress	Sofia Lamb	Ryan Amusements: Near the display of candles up the stairs from the train station.
17	The Old Sheepdog	Carlson Fiddle	Ryan Amusements: On a table in the Manager's Office.
18	Volunteer	Nina Carnegie	Ryan Amusements: Under the bench near the audio tour in Rapture Museum.
19	Cutting Corners	Silas Bantam	Ryan Amusements: In a crate in the rear of the Gift Shop.
20	Rapture is Deliverance	Sofia Lamb	Ryan Amusements: In the women's restroom down the stairs in the Gift Shop.
21	Eat Dog	Eleanor Lamb	Ryan Amusements: In the hallway leading to El Dorado Lounge.
22	"Child" and Guardian	Mark Meltzer	Ryan Amusements: On the counter near the stage in El Dorado lounge.
23	You, Me, and 1959	Nina Carnegie	Ryan Amusements: In the control booth at the entrance to the Journey to the Surface ride.
24	Escape Plan	Carlson Fiddle	Ryan Amusements: On the floor near the second Gather in the Ride Cart Garage.

NO.	TITLE	AUTHOR	LOCATION
25	Lamb the Problem, Sinclair the Solution	Andrew Ryan	Ryan Amusements: On crates next to the Journey to the Surface tracks, under the "Conformity & Co." sign.
26	Truth is in the Body	Sofia Lamb	Ryan Amusements: On a workbench in a maintenance hallway above Journey to the Surface.
27	Deterioration	Nina Carnegie	Ryan Amusements: On the hidden walkway above the "Coercion" display in the Journey to the Surface ride.
28	Working for Sinclair	Stanley Poole	Ryan Amusements: In the "employees only" area beyond the "Coercion" exhibit.
29	Doctor Lamb	Mike Novak	Ryan Amusements: In the boarded-up alcove under the Security Camera in Journey to the Surface.
30	Efficacy	Andrew Ryan	Ryan Amusements: In the stairwell leading from Journey to the Surface back downstairs.
31	Dating Tip	Devin LeMaster	Ryan Amusements: In the maintenance room by the Journey to the Surface ride station.
32	A Father's Love	Gil Alexander	Ryan Amusements: Next to the Vita-Chamber in the Hall of the Future.
33	Disappeared	Grace Holloway	Ryan Amusements: Melt the pile of ice in the hall leading back to the train station.
34	Wooden Nickels	Augustus Sinclair	Ryan Amusements: At the train station, in the room Sinclair was hiding in.
35	Ryan vs. Lamb: Religious Rights	Sofia Lamb	Pauper's Drop: Inside the flower shop near the Fishbowl Diner.
36	Better Times with Lamb	Grace Holloway	Pauper's Drop: On the roof of the flower shop near Fishbowl Diner.
37	Wrong Side of the Tracks	Augustus Sinclair	Pauper's Drop: In the office at Sinclair Deluxe tenements.
38	The End of the Line	Prentice Mill	Pauper's Drop: In the northeast corner of the Town Square.
39	Clinic Code at the Fishbowl	Tobias Riefers	Pauper's Drop: Under the keycode pad at the door to the clinic.
40	Therapy with Grace 1	Sofia Lamb	Pauper's Drop: In the upstairs room across from the pawn shop.
41	Camera in Hock	Rock Flanagan, P.I.	Pauper's Drop: In the upper northeast office in Town Square.
42	Arrangements	Sofia Lamb	Pauper's Drop: Near the upstairs cultist site in Town Square.
43	Blood and Lamb	Mark Meltzer	Pauper's Drop: In the corner store inside the Market area.
44	Sunday Services	Jackie Rodkins	Pauper's Drop: In the apartment overlooking the Market.
45	Pauper's Drop	Andrew Ryan	Pauper's Drop: In the apartment above pharmacy in the Market.
46	Mole	Stanley Poole	Pauper's Drop: In the maintenance corridor near the Market.
47	Closing the Limbo Room	Grace Holloway	Pauper's Drop: In the dressing room backstage of the Limbo Room.
48	A Gift from Lamb	Grace Holloway	Pauper's Drop: In the bathroom of Apartment 106 in Sinclair Deluxe tenements.
49	Profit Coming, Profit Going	Augustus Sinclair	Pauper's Drop: On the collapsed floor above the Security Camera in Sinclair Deluxe tenements.
50	Where has Harry Gone?	Gloria Parson	Pauper's Drop: On the shelf next to the Turret guarding the safe in Sinclair Deluxe tenements.
51	The Butterfly	Gideon Wyborn	Pauper's Drop: In the butterfly room of Sinclair Deluxe tenements.
52	What a Snap	Elliot Nelson	Pauper's Drop: On the fourth floor balcony of Sinclair Deluxe tenements.
53	Barbarism	Eleanor Lamb	Pauper's Drop: Under Eleanor's bed inside Grace's apartment.
54	Failing Lamb	Grace Holloway	Pauper's Drop: On Grace's bed inside her apartment.
55	Field Trial #1	Leo Hartwig	Pauper's Drop: Kill the Brute Splicer near the diner on the way out of Pauper's Drop and search the corpse.
56	A Silent God	Father Wales	Siren Alley: On the wall just inside the entrance to Little Eden Plaza.
57	Misbehaving	Eleanor Lamb	Siren Alley: On the counter inside the Poisoned Apple.
58	The Rumbler	Gil Alexander	Siren Alley: In the restroom of the Mermaid Lounge.
59	Plasmid Shipment	Jamie Byass	Siren Alley: On the table near the slot machines in Mermaid Lounge.
60	Farther to Fall	Augustus Sinclair	Siren Alley: Next to the Power to the People machine in Mermaid Lounge.
61	Lamb's Salvation	Father Wales	Siren Alley: Beside the door with the keycode lock in the Maintenance Area.
62	"Father Simon Wales"	Daniel Wales	Siren Alley: In the downstairs office of the Pink Pearl.
63	Double Standard	Dusky Donovan	Siren Alley: In the back bedroom on the second floor of the Pink Pearl.
64	Wales an' Wales	Daniel Wales	Siren Alley: In Daniel Wales' private office in the Pink Pearl.
65	The Date is the Code	Daniel Wales	Siren Alley: Search the corpse of Daniel Wales in the Pink Pearl (after you kill him, that is).
66	Bury Her Memory	Andrew Ryan	Siren Alley: In the second floor room on the west side of Plaza Hedone.
67	Lamb's Operation	Mark Meltzer	Siren Alley: In the Smuggler's Hideout on the third floor of Plaza Hedone.
68	The Pair Bond Mechanism	Gil Alexander	Siren Alley: On the crates near the Gatherer's Garden machine in Plaza Hedone.
69	The Requirements of Utopia	Sofia Lamb	Siren Alley: In the narrow, watery corridor under Plaza Hedone.
70	An Empty Niche	Frank Fontaine	Siren Alley: In the basement of the Secret Lab beneath Joe's Green Grocer.
71	My Name is Eleanor	Eleanor Lamb	Siren Alley: In the rear of the Little Sisters Orphanage.
72	The Guidance of Lamb	Father Wales	Siren Alley: In Pump Station Access, near door to east.
73	Shackled to the Great Chain	Sofia Lamb	Siren Alley: In the office on the second floor of Pump Station Access.
74	Therapy with Grace 2	Sofia Lamb	Siren Alley: In Lamb's office inside the Pump Station Access area.
75	The Creed of the Faithful	Father Wales	Siren Alley: On the altar Father Wales presides over.
76	Patronage	Stanley Poole	Dionysus Park: On the bench in Basement Storage, near the stairs.

NO.	TITLE	AUTHOR	LOCATION
77	A Gift from Billy	Billy Parson	Dionysus Park: In the Basement Storage, on the steps above the rubble.
78	Lamb's Time is Over	Andrew Ryan	Dionysus Park: In the room with the Power to the People machine in Basement Storage.
79	Lamb's Idea of Art	Andrew Ryan	Dionysus Park: On the left, as you come up from the Basement Storage area.
80	Lost and Found	Mark Meltzer	Dionysus Park: In the center of the carousel at the Promenade.
81	Dionysus Park's Weakness	"Big Kate" O'Malley	Dionysus Park: On the north side of Lamb's Garden.
82	Lamb Flouts the System	Stanley Poole	Dionysus Park: Near the large statue of the two women in the center of the Gallery Entrance area.
83	Learning Poker	Sofia Lamb	Dionysus Park: In the locked storage room inside Triton Cinema.
84	A Secular Saint	Gil Alexander	Dionysus Park: In the room backstage at Triton Cinema.
85	A Spy	Sofia Lamb	Dionysus Park: On the balcony in Triton Cinema.
86	Growing Up	Gil Alexander	Dionysus Park: In the cinema hallway leading to the projection booth.
87	The Voice of the Self	Sofia Lamb	Dionysus Park: On the piano in the Promenade.
88	Falling into Place	Frank Fontaine	Dionysus Park: Under the ice in the corner of Imago Fine Arts.
89	Gotta Keep it Together	Stanley Poole	Dionysus Park: In the back room of J. Fischer Gallery.
90	A Plan	Stanley Poole	Dionysus Park: In the security booth at the train station.
91	Alone at Last	Andrew Ryan	Fontaine Futuristics: In the hallway leaving the train station.
92	Agnus Dei	Gil Alexander	Fontaine Futuristics: In the lobby next to the monitor.
93	Life After Sisterhood	Eleanor Lamb	Fontaine Futuristics: Near the Sister Vent on the second floor of the foyer.
94	A New Cognitive Model	Sofia Lamb	Fontaine Futuristics: In the Plasmid Laboratories Facade.
95	Prototype	Gil Alexander	Fontaine Futuristics: In the locked space behind the wall of Plasmid Theater.
96	Goodbye to Fontaine	Frank Fontaine	Fontaine Futuristics: Turn the boar head in Frank Fontaine's office to reveal the secret stash.
97	Source of Volunteers	Gil Alexander	Fontaine Futuristics: In the office left of the conference room on the second floor.
98	Abort the Experiment	Gil Alexander	Fontaine Futuristics: Near the Gene Bank in the Lab Airlock corridor.
99	Solving for X	Gil Alexander	Fontaine Futuristics: Under the circuit breaker on the north side of Plasmid Research & Development.
100	Gil's Place in the Plan	Sofia Lamb	Fontaine Futuristics: Next to the Gatherer's Garden in the ADAM Research Lab.
101	Outlived Usefulness	Gil Alexander	Fontaine Futuristics: On the control terminal overlooking the showers.
102	Meltzer's Choice	Sofia Lamb	Fontaine Futuristics: Search the Rumbler named Mark Meltzer in the Live Test Facility.
103	Goodbye, Dr. Alexander	Eleanor Lamb	Fontaine Futuristics: Near the Sister Vent in the Live Test Facility.
104	Betrayal	Andrew Ryan	Fontaine Futuristics: Under the ice in the northwestern cell of the Holding Cells.
105	Big Sister	Gil Alexander	Fontaine Futuristics: Next to the Power to the People machine in Live Test Facility.
106	The People's Daughter	Sofia Lamb	Fontaine Futuristics: Near the secret elevator leading to Lamb's hideout.
107	Selling Ryan Short	Augustus Sinclair	Persephone: In the Examination Room near the Sister Vent.
108	Withholding Visitation	Sofia Lamb	Persephone: On the chair in Lamb's office.
109	Blessing in Disguise	Eleanor Lamb	Persephone: In the Common Hall, near the left stairs.
110	Behind Mother's Back	Eleanor Lamb	Persephone: On the table near the second statue.
111	Freeing Father	Eleanor Lamb	Persephone: Under Eleanor's bed in the Quarantine Chamber.
112	Out with the Old...	Warden Nigel Weir	Inner Persephone: On the desk in the Security Office.
113	The Definition of Despair	Thomas	Inner Persephone: On a table in the Cafeteria.
114	A Trade	Dodge	Inner Persephone: In a cell in Block D.
115	First Two Digits	Mattson	Inner Persephone: In a cell in Block D.
116	No More Hope Left	Parson	Inner Persephone: Search the corpse of the suicide prisoner in Block B.
117	A Generous Offer	Murphy	Inner Persephone: In the cell with the hole in the wall in Block A.
118	Last Two Digits	Connor	Inner Persephone: In the crawlspace behind the padded cell in Block A.
119	Magic Sauce	Warden Nigel Weir	Inner Persephone: Inside the Watch Tower in Holding Wing.
120	A Simple Question	Dr. Edward Grimes	Inner Persephone: In the Intensive Treatment Room of Therapy Wing.
121	Legs, Mouths, Arms, and Eyes	Harold Darby	Inner Persephone: Search the corpse in the Recreational Therapy arts room.
122	Destructive Learning	Eleanor Lamb	Inner Persephone: In the cell to the right of Pediatric Ward in Therapy Wing.
123	Sacrifices	Augustus Sinclair	Inner Persephone: In the Administration Offices within the Therapy Wing.
124	A Stratagem for Sinclair	Andrew Ryan	Inner Persephone: On the desk downstairs in Administration Offices.
125	Such Freedom	Wilson	Inner Persephone: In the last room on the left in Ward A of the Infirmary.
126	My Prison	Warden Nigel Weir	Inner Persephone: In the Quarantine Area, near the Power to the People machine.
127	They Feel Pain	Dr. Edward Grimes	Inner Persephone: On a table in the Surgery Wing upstairs.
128	Alleviating Pain	Dr. Edward Grimes	Inner Persephone: On the sink inside the Autopsy Room.



BIOSHOCK

INFINITE

A dramatic illustration of Booker DeWitt and Elizabeth Shaw. Booker, a man with short brown hair, is in the foreground, looking off to the side. Elizabeth, a woman with short blonde hair, is behind him, looking back over her shoulder. They are both wearing period-appropriate clothing. The background is a dark, cloudy sky with a large, dark, winged figure (a Sky-Line) visible in the distance.

WELCOME TO COLUMBIA

Set in 1912, the player assumes the role of former Pinkerton agent Booker DeWitt, sent to the flying city of Columbia on a rescue mission. His target? Elizabeth, imprisoned since childhood. During their daring escape, Booker and Elizabeth form a powerful bond—one that lets Booker augment his own abilities with her world-altering control over the environment. Together, they fight from high-speed Sky-Lines, in the streets and houses of Columbia, on giant zeppelins, and in the clouds, all while learning to harness an expanding arsenal of weapons and abilities.

FOREWORD

BY KEN LEVINE

I like strategy guides. Always have. I like poring over data. I like the concept art, the dev team commentary. I like having another part of a game I love that I can put on my shelf.

I've been carrying a strategy guide for a 3DS game in my backpack for months as I travel on press tours and other Irrational business. I find it comforting to know: I am equipped. I have knowledge.

Here's a shameful confession: I especially love strategy guides that cover our games. Vain? Sure. But if I'm being honest, it always amazes me how much the guide makers seem to know about a game that I don't know. I get so distracted with the million things going on that sometimes I'm so focused on the part of the game I'm working on that other parts momentarily slip out of memory. The guide is the game, encapsulated, organized. It's a BioShock Infinite encyclopedia, just like the ones I used to pore over in the library in grade school.

Except this one has robots, and skylines and one beautiful, plucky, smart, and potentially dangerous woman. Which beats articles about rice production in ancient Mongolia. (Which, actually, while I write it sounds kind of cool. Note to self: Wikipedia rice production in ancient Mongolia).

That's my long winded way to introduce you to BradyGames' Official BioShock Infinite Strategy Guide. It's a true insider's look at the game, to explore the city of Columbia with a packet of information that Booker DeWitt would have killed for. It's packed full of exclusive details and artwork never shared outside our studio.

In order to help the writers and artists responsible for the guide research the game thoroughly, we invited them out to Irrational Games during BioShock Infinite's final hours to play it like crazy and meet with the staff. The crew from Brady not only fashioned a complete walkthrough of the entire game (including looks into all its secret areas and side-quests), they created detailed level maps, breakdowns of the enemies and loot, and bios of the cast that you won't find anywhere else.

To further aid in the making of the guide, we asked our team to share their own personal strategies for playing BioShock Infinite. They fired back with advanced techniques for taking down "heavy hitter" enemies like the Motorized Patriot and Handyman, recommendations for outfitting your character with Gear upgrades that reflect your favorite play-style, weapons and Vigor combo attacks to help you survive the most challenging battles, tips for how to best employ Elizabeth's powers and the high-flying Sky-Line in battle, and more.

That's advice straight from the horse's mouth, as it were... From the combat designers who set up BioShock Infinite's toughest encounters, systems designers who tuned the game's weapons and Vigors, and testers who spent countless hours poring over every inch of the game.

I know I speak for the entire team at Irrational Games when I say we all hope you really enjoy playing BioShock Infinite. You'll soon learn that Columbia is a city teeming with mystery. Who is Booker, and what is the debt that drives him to the city? What are Elizabeth's powers and why has she been locked up since she was a child? Why does Booker have the letters "AD" branded into his right hand? And what, in God's name, is the Songbird?

It will help guide you in your darkest hours. It will be your confidante and your best friend. It will save your butt. We spent nearly five years creating Columbia. Now we pass the creation to you. And that's really where the fun begins.



ABOUT THIS GUIDE

Forget what you think you know about the *BioShock* name, as your journey to Columbia will be unlike anything you've experienced. *BioShock Infinite* doesn't just deliver you to a city in the sky: it makes you fly once you get there. Everything in Columbia is faster and more intense than what you've seen before. From combat to exploration, the city of Columbia, led by its Prophet Zachary Hale Comstock, will challenge you at every turn. Elizabeth, the girl you've been sent to retrieve, helps you accomplish your mission. This guide will assist you every step of the way.

The *Official BioShock Infinite Strategy Guide* is the culmination of repeat trips and extensive time on-site at Irrational Games. Its authors played through the game numerous times, turned it inside out, interviewed key members of the development staff, and packed everything they could into this guide. Here is just a sample of what you can expect:

DETECTIVE TRAINING

An extensive discussion of every gameplay mechanic present in the game, with a focus on advanced combat techniques, player growth, and difficulty modifiers.

GUNS OF LIBERTY

A detailed analysis of both Founder and Vox Populi arsenals, including all available weapon and damage statistics, tactical advice, and tips for upgrading each weapon through the ubiquitous Minuteman's Armory machines.

BOOKER'S CAMPAIGN

This in-depth walkthrough guides you every step of the way through the game, highlighting each collectible as you progress. This is presented in a spoiler-free format that simply alerts players to situations in which they have a choice, but leaves the outcomes to be discovered later. Foolproof combat advice and navigational strategies serve to ensure you won't get stuck along the way.

ENEMIES OF THE PEOPLE

Whether a foe is Founder or Vox, you can be sure Booker will ultimately wind up crossing paths with them. This section details enemy behavior and tactics for dispatching them, and it also includes all available enemy health and damage data.

...AND MUCH, MUCH MORE

Inside this strategy guide, you'll also find transcriptions of all 80 Voxophones, Vigor and Gear strategies, a guide to unlocking all 50 Achievements/Trophies, and a tremendous collection of beautiful *BioShock Infinite* art you can't see anywhere else. This guide also covers all of the DLC that was created for *BioShock Infinite*, including *Clash in the Clouds*, *Burial at Sea: Episode 1*, and *Burial at Sea Episode: 2*.



DETECTIVE TRAINING

Welcome to Columbia! While it seems like a pleasant place, you'll soon find out that the skies are filled with danger. In this chapter, you'll learn the ins and outs of living in Columbia, as well as how to defeat your enemies with the tools you're provided!

GAMEPLAY FUNDAMENTALS

CONTROLS

BioShock Infinite controls from a first-person perspective, which should be familiar if you're experienced with the genre.

ACTION	XBOX ONE	PS4	PC
Move/Strafe			W,A,S,D
Turn/Look			Mouse
Toggle Sprint		L3	Left Shift
Toggle Iron Sights		R3	Middle Mouse Button
Navigation Aid			N
Jump / Attach to Sky-Line	A		Space
Crouch / Reverse (While on Sky-Line)	B		Left Ctrl, C

ACTION	XBOX ONE	PS4	PC
Use / Reload Weapon	X		F to Use, R to Reload Weapon
Melee / Execute (Hold Button)	Y		V
Swap Vigors	LB	L1	Q
Open Vigor Menu	LB (Hold)	L1 (Hold)	Q (Hold)
Fire Vigor	LT	L2	Right Mouse Button
Fire Alternate Vigor	LT (Hold)	L2 (Hold)	Right Mouse Button (Hold)
Switch Weapon	RB	R1	E or Mouse Wheel
Fire Weapon	RT	R2	Left Mouse Button

Challenges of Columbia

DIFFICULTY

There are four difficulty modes in *BioShock Infinite*, if you're looking for additional challenge.

The game systems that are affected by increased difficulty are:

Cost to Respawn: When Booker dies, you are penalized a certain amount of Silver Eagles. The cost increases as the difficulty level becomes higher.

Damage Taken: Enemy attacks deal more or less damage as you raise or lower the difficulty level.

Damage Dealt: Your own weapons inflict less damage on higher difficulties.

Shield Regen Delay: After taking damage, your Shield waits the listed time before it starts recharging. The higher the difficulty level, the longer the delay in the recharge.

Shield Regen Time: On higher difficulty levels, your Shield takes longer to regenerate. The time listed is how long your Shield takes to regenerate when completely broken.

DIFFICULTY	COST TO RESPAWN	DAMAGE TAKEN	DAMAGE DEALT	SHIELD REGEN DELAY	SHIELD REGEN TIME
Easy	\$5	50%	125%	3 seconds	1 second
Medium	\$25	100%	100%	4 seconds	2 seconds
Hard	\$50	170%	60%	5 seconds	3 seconds
1999 Mode	\$100	200%	50%	6 seconds	4 seconds

1999 Mode

1999 Mode unlocks after you've beaten the game on any difficulty or input a secret code that any true gamer should be familiar with on the main menu (Up, Up, Down, Down, Left, Right, Left, Right, , , , ) and offers an even greater challenge than Hard difficulty, with an added twist: if you can't afford your respawn, it's game over!

If Booker dies in 1999 Mode with less than \$100, you return to the Main Menu without the ability to respawn. To succeed in 1999 Mode, you'll need to save as much money as you can and make sure Booker is in peak condition before you get into battles.

Aim Assist and the Navigation Aid are completely turned off in 1999 Mode, so you'll need to work for each kill and know your way around Columbia. Also, once you've started 1999 Mode, you can't change difficulty, so once you're in, you're in for the long haul!

To triumph in 1999 Mode, be sure to save your money—don't buy upgrades for Vigors or weapons that you don't use very often, and try to keep your health and Salts up by using items in the environment.



FIGHTING

In order to complete your mission and bring Elizabeth to New York, you'll need to fight your way through Comstock's army of Founders and Vigor-enhanced minions, all while civil unrest is reaching its peak on the floating islands of Columbia.

Booker has a variety of methods to meet these challenges and vanquish his foes, including firearms, fantastical Vigors, and the wondrous Sky-Hook.

You'll do most of your fighting using the guns that can be found around Columbia that defeated enemies drop. Each gun has its own strengths and weaknesses, so be ready to switch your sidearm often to be prepared for any combat situation.

To pick up a weapon, hold / when close to it. If you already have the same weapon equipped as the one you're trying to grab, you won't be able to collect it, but you can walk over it to replenish the ammo for that weapon.

Booker can only carry two weapons at a time. If you want to change the equipped weapon, you'll need to have Booker drop one first. Picking up a weapon while he has two equipped causes Booker to drop the weapon he's currently using. It is very important that you don't lose the weapon that you want to keep in the game. You certainly do not want to run into a group of Founders and find out you have been carrying two weapons without ammo!



When using a weapon, you can fire normally by pressing **RT/R1**, or aim down the barrel of your gun by pressing **R/R3**. Using Iron Sights increases Booker's accuracy but slows down his walking speed and narrows the field of vision. If Aim Assist is turned on, Iron Sights will also quick-snap the reticle to an enemy's head, allowing for quick and easy headshots. Try not to use the Iron Sights when enemies are close to keep from being taken by surprise.

You can knock back extremely close enemies by using Booker's Sky-Hook and pressing **V/C**. The Sky-Hook does not require ammo, but after swinging it, you cannot fire or attack again for a brief period, so avoid using it if you are surrounded.

SKY-HOOK DATA

Minimum Damage	Maximum Damage
191	259

Booker can also fight enemies using the fantastic Vigors found around Columbia, each of which has unique effects. Every Vigor is tied to an element or effect, and the effect of each has varying degrees of success against the different types of enemies. Check out the Enemies of the People chapter of this guide for more detail concerning the best attacks against each enemy type.

Vigors can only be used as long as you have the Salts to use them. To cycle between your Vigors, tap **LB/L2** to quickly switch between your most recently used Vigor or hold down **LB/L2** to open up the radial menu where you can freely select from all your collected Vigors. The game will pause while this menu is open, so use this command to take a breather and assess the situation while equipping the Vigors you'll need.

Each Vigor has two modes of fire—a standard attack that is performed by pressing **LT/L1** and a secondary attack that is performed by holding down **LT/L1**. For several Vigors, this will allow you to place a trap for foes on the ground—Possession, Devil's Kiss, Murder of Crows, Shock Jockey, Return to Sender, and Bucking Bronco.

These traps trigger whenever an enemy comes close and can potentially hit multiple targets with one explosion or effect. It is advantageous to set up traps whenever you are fighting enemies in an enclosed space where they can't avoid them. Foes will often blissfully run right over them, allowing you to stun your targets and take them out!

The other Vigors all have their own unique actions when you hold the Vigor fire button down. For more information on these miracles of science, check out the in-depth section of this guide that discusses the Vigors in detail.

Shielded from the Truth

Shortly after beginning the game, Booker receives a Shield Infusion from the mysterious duo that has been following him around. Once it is equipped, any damage that is taken will drain the Shield instead of Booker's health as long as the Shield is charged.

When the Shield is drained, there is a short delay before it recharges again. This delay resets if you suffer any damage while the Shield is down. While the Shield is depleted, it is important to find cover and get to safety so it can completely recharge.

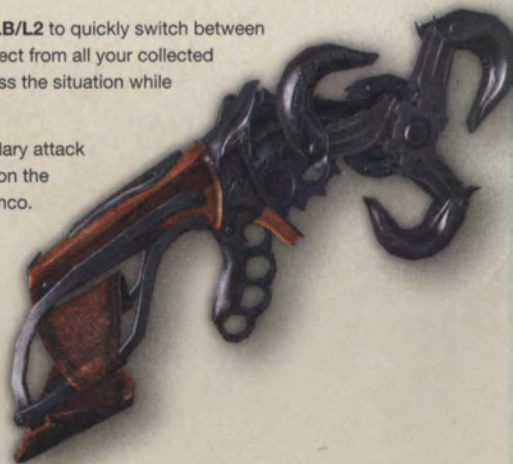
You can increase the potency of the Shield by finding Infusions that are located around the world, but you should choose these Infusions wisely, since this choice comes at the expense of increasing the capacity of the Salts or Health Meters!



Dying in Columbia

In most difficulty levels, death is only a temporary setback. When Booker's health is depleted, he'll be resuscitated and moved into a safe place, only suffering a slight monetary penalty of Silver Eagles. When you revive, your health won't be fully restored and some of your enemies' health will be, but you will be granted additional ammo and Salts.

Unless you are playing the game in 1999 Mode, Booker can still revive even if you don't have the amount of Silver Eagles that the death penalty would drain. If you are having trouble in a particular encounter, don't worry about it. It may be frustrating at first, but you can keep trying to complete the battle until you are able to overcome it.



SKY-HOOK TRAVEL

Booker can travel quickly across the landscape of Columbia by using the Sky-Lines that are located around the floating city. To hop onto a Sky-Line, simply look at it until you see a green arrow indicating the direction that you would like to travel, then press **A/X**.

While Booker is on the Sky-Line, the controls for the game change slightly.

Sky-Line Controls

ACTION	XBOX ONE	PS4	PC
Speed Up	↑ Up	↑ Up	W
Slow Down	↓ Down	↓ Down	S
Reverse Direction	B	○	Left Ctrl
Exit Sky-Line/ Sky-Line Strike	A	×	Space

It's important to constantly adjust Booker's speed while on a Sky-Line—speed up when trying to get away from enemies, and slow down to fire on an opponent below. While he is on a Sky-Line, Booker won't be able to use the power of Vigors, so make sure you're not fighting an adversary that requires their use while Booker is riding a Sky-Line.

If you need to have Booker change directions while riding on a Sky-Line, press **B/○**, and he'll quickly jump to a Sky-Line going in the other direction. You can use this kind of movement to keep an enemy targeted while also moving fast enough to avoid their attacks!

While on a Sky-Line, Booker has access to a powerful attack called the Sky-Line Strike, which allows him to quickly travel from a Sky-Line directly onto an enemy! The Sky-Line Strike deals massive damage, easily enough to instantly kill any normal foe.

You'll also find many freight hooks located in the environment that you can jump to by pressing **A/X**. These hooks won't let you travel, but you can most certainly use them to perform a highly-damaging Sky-Line Strike.



CATALOGUE FOR 1912

During your travels in the floating metropolis, you'll find many useful items to help navigate its perils. Items can be found everywhere—on the bodies of defeated enemies, in barrels and boxes, and often, just lying around in the open! You should constantly search every nook and cranny for items to keep the Salts and Health Meters topped off, to fill Booker's pockets with Silver Eagles for purchases, and to provide new upgrades.

Additionally, it is a good idea to search every corpse you find. You should do this to keep ammo stocks at capacity and maintain a healthy condition with any food that is scrounged up. Occasionally after defeating an enemy, you might find a lock box on the ground. Check these special drops for items, as well!



Silver Eagles

Silver Eagles are the currency of Columbia and they can be found just about everywhere. Silver Eagles are a very useful commodity, since you can use them to restore health and Salts, to buy ammo, and to purchase new upgrades to make your weapons and Vigors stronger.

However, there is a finite amount of Silver Eagles in the world, and even if you collect them all, you won't be able to afford everything you want. Shop smart and only buy health, Salts, and ammo if you absolutely need them, so you can save the balance of currency to buy precious Vigor and weapon upgrades as they become available.



Eat, Drink, and Be Merry

You'll find a wide array of consumables around Columbia, each with their own benefits. These fit into one of four categories:

Alcohol (Whiskey, Beer, etc.): These items restore a lot of health but also decrease Salts a significant amount. These beverages should only be used in an emergency because the trade-off of health for Salts usually isn't worth it. These beverages can also make Booker drunk, which is required to unlock the Lost Weekend achievement.



Drinks (Soda, etc.):

Non-alcoholic beverages restore the Salts Meter a small amount. When it comes to Salts, every little bit helps, so pick up these supplies whenever they are available.



Cigarettes: Smoking restores Salts, but at the cost of a large portion of health. These are almost never worth using because Salts are fairly plentiful. You probably want to leave these alone, unless you are in a situation where you really need the Salts.

**Food (Hot Dogs, Cotton Candy, etc.):**

These items restore the Health Meter a small amount. You'll find plenty of them all around, but it might take a few of these items to fully restore Booker's health if he is really hurting.



Weapons and Ammo

You can collect weapons either from defeated enemies or from random locations around Columbia. Watch especially for weapons that are simply placed in the world, as these can provide a hint about what's coming up soon—if you see a Sniper Rifle on the ground, beware of enemy snipers!

You can find ammo for weapons separately. There are boxes of ammunition hidden all over the game world. These generally restock a large portion of your ammo supplies. It can also be scrounged from the corpses of your enemies, though this typically only replenishes your ammo a few shots at a time.



Medical Kits and Salts Phials

Food isn't the only way you can restore your health and Salts, since you can also find Medical Kits and Salts Phials of various sizes located throughout Columbia. Small Medical Kits restore 25% of a meter, medium sizes restore 50%, and large sizes can fully restore a single meter. Salt Phials can range anywhere from 10-100%, but will generally restore more than finding drinks.

There are also many Vigor bottles in various places that can be picked up and used. If you haven't received a particular Vigor before, it will grant a new power for you to use permanently! If you have already found it, it will completely restore the Salts Meter, so you should pick up any Vigor bottle that you see in Columbia—you never know, it might power Booker up permanently!

Gear

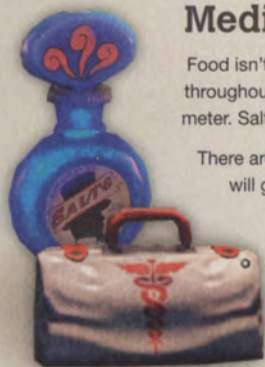
Booker can equip up to four pieces of ability-enhancing Gear to boost his powers and give him access to an array of new combat options and tactics.

Each piece of Gear attaches to one of four specific slots—Hats, Shirts, Boots, and Pants.

Only one piece of Gear can be affixed to a slot at a time, so even if you have two different Hats,

you can only equip one. Of course, you can just store any extra Gear in your inventory and swap it out when the need arises.

Whenever Gear is collected, the piece that is actually received is completely random—each time you play through the game, you may find a completely different set of Gear! Most Gear is carefully hidden, so you should always keep an eye out for more pieces. Also, you receive a piece every time you kill a Handyman, so pay close attention whenever you take one of these hearty foes down!



Infusions

These rare items give you the ability to permanently boost one of your meters, allowing you to increase your Health, Salts, or Shield Meter each time you pick one up. Each Infusion bottle only allows you to boost one stat, so keep this in mind before you decide on the choice of upgrade.

Infusions are very well-hidden and incredibly rare. They also fully restore whatever meter you're upgrading. Consult the walkthrough of this guide to make sure that you find them all!



Lockpicks

Elizabeth has the unique ability to pick various locks located in the world. Many of these she can unlock with just her trusty hairpin, but often the most valuable items are hidden behind doors and safes that require lockpicks to open. These lockpicks are one-use only.

You typically find lockpicks one at a time but, occasionally, you'll find bags containing three. Keep an eye out for lockpicks at all times to open the locked doors of Columbia and collect hidden items!



Keys and Ciphers

Occasionally, you might run into a chest that even Elizabeth can't open with a lockpick. These chests require special keys that you'll find elsewhere. If you see one of these boxes, you should search the area close to these chests and look for a key. These keys are also detailed throughout the walkthrough chapters of this guide.

There are also encrypted messages that Elizabeth can figure out as long as you have the code book for the message. If you see one of these messages, look around for a clue: it will point you to where the key to the puzzle is located. When you have both, you'll be handsomely rewarded!



BUYING A BETTER YOU

If you're looking for a place to spend those hard-earned Silver Eagles, simply locate one of Columbia's many vending machines! There are three types of vending machines found in Columbia, each with its own set of items:



Dollar Bill: This store replenishes your consumable items and meters, since it sells healing items, Salts, and ammo for any weapon you've run into.





Minuteman's Armory: The armory sells upgrades for your weapons, allowing you to deal more damage, carry more ammo, and more! These upgrades are extremely important, and you'll definitely need them the further you get in the game.



Veni! Vidi! Vigor!: This fanciful vending machine sells permanent upgrades to your Vigors, giving them enhanced efficiency and (at times) completely new functionality!



In general, you will want to avoid replenishing your supplies using the Dollar Bill if at all possible: there is only so much money you can find, but you can scrounge up plenty of ammo everywhere. Instead, you should save your money for new upgrades for your favorite Vigors and weapons.

Whenever you reach a new area, check out any new Veni! Vidi! Vigor and Minuteman's Armory machines you find because they receive new stock all the time!

ELIZABETH

Through most of the game, you'll be escorting the mysterious Elizabeth around the perils of Columbia, as you attempt to escape the city in the sky.

While you are her escort, you never need to worry about Elizabeth in combat. She knows how to stay out of trouble, so you can fight your enemies without stressing about her safety.

Throughout the game, Elizabeth can assist you in a number of ways and allow you to reach areas that Booker wouldn't normally be able to traverse.

ASSISTS



she tends to throw some additional cash your way! Visit every vending machine you see, if only to have Elizabeth offer extra cash for your cause!

When you're in trouble and running out of health, Salts, or ammo—or perhaps you even need some extra cash—Elizabeth will help you out by giving you items.

When you see a prompt, press **X/A**, and she'll throw the item in question to you. After Elizabeth throws you an item, she won't be able to help you out for a while, so you should try to make her gift count.

Also, whenever you find a lot of money lying around or visit a vending machine, keep an eye on Elizabeth—



LOCKPICKING

There are many doors in the world that only Elizabeth, the master of unlocking, can open. Look for doors with a large lock over them—Elizabeth can open these, granting you access to the rare items located behind them! However, Elizabeth will not pick open any locks while you are in combat.

To open many doors, you'll need to use consumable lockpicks, which are fairly scarce. Keep an eye out for them so you can get behind every locked door and collect every Infusion, Voxophone, and piece of Gear!



PIECES OF ANOTHER WORLD

During your journey, Elizabeth shows you her ability to peer into other worlds using her gift to “Tear” into them. This ability can be a very helpful asset, giving you access to new powerful tactics and weaponry!

Tear types include:

Allies: Elizabeth can summon mechanized allies, including Machine Gun and Rocket Automaton, Mosquitos, and even Motorized Patriots!



Weapons: Elizabeth can summon stacks of powerful weapons like RPGs, along with plenty of ammo.



Traps: Elizabeth can summon pools of oil and water from other worlds, which you can use to create deadly flaming oil slicks using Devil's Kiss or electrocuted puddles using Shock Jockey!

Decoy: Create a decoy to divert enemy attention while you take them out.

Cover: Create cover from nothing to put something between Booker and his enemies and take a breather during combat.

Stores: In two places you'll find two Tears that give access to discounted Stores, one of which has discounted weapon upgrades!

There are other types of Tears, each of which compounds Elizabeth's secret past.



Recovery: You see glimpses of boxes full of Medical Kits and Salts to fill your Health and Salts Meters!

Navigation: Elizabeth can create freight hooks out of nowhere, giving you the ability to maneuver around combat areas.



SIGHTS AND SOUNDS OF COLUMBIA

There are several objects located around Columbia that exist to inform the player about the history and culture of the city, as well as ways to simply see some beautiful scenic views. Each of these objects enriches the complicated story of *BioShock Infinite* and tells you more about its many characters.

You'll need to find all the Kinetoscopes and Telescopes to earn the Sightseer Achievement/Trophy, and find every Voxophone to earn the Eavesdropper Achievement/Trophy. The locations of all of these objects are described in detail throughout the walkthrough of this guide!



Kinetoscopes

These inconspicuous boxes house miniature movie houses that tell you about the history of Columbia through primitive "films". To activate one, simply walk up to it, and press **X/Ⓢ** to learn more about the world of *BioShock Infinite*.



Telescopes

These are usually located along railings and allow you to see some of the beautiful scenery located around each area. To activate a Telescope, move up to one and press **X/Ⓢ** to check out an amazing view and earn progress toward the Sightseer achievement.



Voxophones

Voxophones are short voice recordings that give you additional insight into the story or point you to a secret area you might not otherwise have found. Voxophones are very important for getting the whole story of Columbia and its secrets, so try to collect all of them!

GUNS OF LIBERTY

During your stay in Columbia, you'll find a vast arsenal of weapons, each with its own unique strengths and abilities. Every gun Booker finds can also be upgraded up to four times, allowing a gun to be more efficient, deal more damage, or affect more enemies.

In this section, you'll find data for each weapon—including damage and rate of fire—along with tips on how to use every armament, as well as strategy for when and why you should upgrade.

WARNING!

There are spoilers in this section. You should not use this guide before you progress through the game if you do not want to discover any storyline-related details!

Weapon data contains the following stats:

Damage (Min): Damage dealt by a gunshot is random—this stat shows the minimum amount of damage a shot can inflict.

Damage (Max): As opposed to the minimum damage, this is the most damage a single shot deals. These two numbers are based on Normal difficulty; the numbers will be lower or higher on harder or easier difficulties, respectively.

Critical Multiplier: This is a measure of how much the damage will be multiplied on a critical hit. This is usually a headshot, but might be different on certain enemies like the Motorized Patriot.

Rounds per Minute: How many times you can fire the weapon if you press the button as quickly as possible—or hold down fire for a minute with an automatic weapon. Generally, the higher the number, the faster you can fire the weapon.

Magazine Capacity: How much ammo a single clip holds when you first pick up the weapon. You can increase this stat on several weapons through upgrades.

Reserve Capacity: How much ammo can be held for a weapon outside of the clip. You can likewise increase this stat through weapon upgrades.

Notes: If a weapon has any special feature or utility, it is listed in this field.

LESSONS LEARNED FROM WOUNDED KNEE

Here are some general tips to consider when picking your weapon load out:

Use the weapon you want: You can get through most of the game using only the weapons you prefer, as long as you keep upgrading them. Don't feel pressured to use a weapon just because it's new.

Booker can only carry two weapons, so make sure the ones you have are fully loaded: If you're running low on ammo, consider switching to a different weapon. You will often pick up ammo for weapons you aren't using, so switching to any available weapon should give you a fully loaded gun.

Many weapons have increased accuracy when aiming down the Iron Sights: You can control the random spray of gunfire by entering into Iron Sights, so use them especially when fighting enemies at a distance, even with the Pistol.

Don't needlessly spend money on upgrades: Don't buy every weapon upgrade available, especially if they're for weapons you don't use or prefer. Focus on a few weapons so you'll have enough money to afford the more expensive Vigor upgrades.

Reload after every fight to stay prepared for anything: After clearing out a wave of enemies, reload both your weapons before moving on. You don't want to run into a group of adversaries with an empty clip!

Search everywhere: You can not only find more ammo on enemy corpses and in boxes lying around, but you can also walk over defeated enemies' weapons to add their ammo to your own. If you've defeated an opponent using the same weapon as you, you won't receive a prompt to pick up their weapon, but you'll still get the ammo for your gun.

Don't rely on Elizabeth too much: Elizabeth does give you ammo, but not continually. After giving you ammo once, it'll be a while before she'll find enough to give you more for a particular weapon. If you run out of ammo after Elizabeth helps you out, consider switching to a different weapon.



BROADSIDER PISTOL

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
85	115	3.5x	400	12	108	—

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	\$199	Increases damage by 25%	Inside Hall of Heroes
Damage Boost 2	\$199	Increases damage by 25%	The Factory
Ammo Increase	\$404	Increases reserve ammo to 162	Finkton Docks
Clip Increase	\$275	Increases clip size to 18	Battleship Bay



STRATEGY

The Broadsider Pistol is the first weapon you'll find in Columbia. The Pistol doesn't deal much damage, but its speed and high ammo count make it a valuable weapon throughout most of the game.

Although it doesn't deal much damage per shot, the Pistol can fire very quickly—as fast as you can pull the trigger! The Pistol also reloads quickly, so when using the Broadsider, don't be afraid to spray ammo everywhere!

The Pistol deals huge damage on a critical hit, which is often enough to take out many soldiers in one to two shots. When using the Pistol, aim toward the heads of your enemies to take them out quickly.

TRIPLE R MACHINE GUN

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
72	88	1.5x	600	35	105	—

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	\$236	Increases damage by 25%	Welcome Center
Damage Boost 2	\$236	Increases damage by 25%	The Factory
Accuracy Boost	\$512	Reduces spread by 75%	Inside Hall of Heroes
Clip Increase	\$391	Increases clip size to 70	Finkton Docks



STRATEGY

Shortly after escaping Raffle Square, you'll find the Rolston Reciprocating Rifle or Triple R, an automatic rifle that can quickly unload into your enemies. The greatest asset of this Machine Gun is its availability—almost every group of enemies you'll fight has at least one soldier carrying one, giving you many opportunities to replenish your ammo.

Unfortunately, you'll need to replenish its ammo fairly often, as it chews through your supply almost immediately. Even though you can carry a reserve of 105 bullets, this is only enough to reload three times, so you might quickly find yourself low on ammo.

Damage dealt by the Machine Gun is very low, and the critical multiplier isn't very high, so don't waste your bullets aiming for headshots. Target the center of mass on enemies to compensate for the Machine Gun's spread and ensure that all shots fired hit your target.



CHINA BROOM SHOTGUN

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
765	1035	1.5x	45	4	20	Damage degrades with distance

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	\$255	Increases damage by 25%	Finkton Docks
Damage Boost 2	\$255	Increases damage by 25%	Emporia
Reload Increase	\$456	Increases reload speed by 50%	Finkton Docks
Spread Boost	\$360	Increases spread by 20%	Downtown Emporia

STRATEGY

The China Broom Shotgun, most likely named for the way it spreads buckshot in a fan-shaped pattern, is a very powerful weapon that deals pretty good damage from far away and huge damage up close! This Shotgun is one of the best secondary weapons you can carry, since it gives you a powerful weapon that you can save for heavy hitters and close-range encounters.

Save the China Broom mostly for close confrontations. From point-blank, the China Broom can deal enormous damage, easily enough to kill a soldier enemy in a single shot and occasionally two foes at once!

The greatest disadvantage of the China Broom is its lengthy reload time—it can take a long time to fully reload all four rounds. Once you can buy the Reload Increase upgrade, do it—it'll speed your reload significantly, nearly removing the gun's greatest drawback!

In the middle of a fight, you can cancel the reload and fire as soon as a single round has been loaded into the chamber. Don't waste time waiting to reload all four shots unless you are safely out of combat.



BIRD'S EYE SNIPER RIFLE

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
595	805	2.5x	50	4	20	Using Iron Sights activates scope

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	\$349	Increases damage by 25%	Inside Hall of Heroes
Damage Boost 2	\$349	Increases damage by 25%	The Factory
Fire Rate Boost	\$654	Increases fire rate by 100%	Finkton Docks
Recoil Decrease	\$288	Decreases recoil by 50%	Finkton Docks

STRATEGY

If you need to take out an enemy from a very long distance, the Bird's Eye Sniper Rifle is the perfect weapon. Activating Iron Sights allows you to use a scope that lets you target opponents from quite far away.

When using the Sniper Rifle, you might be tempted to aim for headshots, but you should try to aim at center mass whenever possible—a single body shot is enough to take out any soldier on normal difficulty, even late in the game.

While the Sniper Rifle is great against enemies from far away, it's much harder to use when attackers get close. Aiming while looking down the scope is slow, and it's very difficult to use the Bird's Eye while firing from the hip.

In most situations, it's generally best to not hold on to a Sniper Rifle for too long—whenever you might need one, you'll probably be able to find one. If you really want to carry one around, keep a secondary weapon constantly stocked to use when enemies get close.



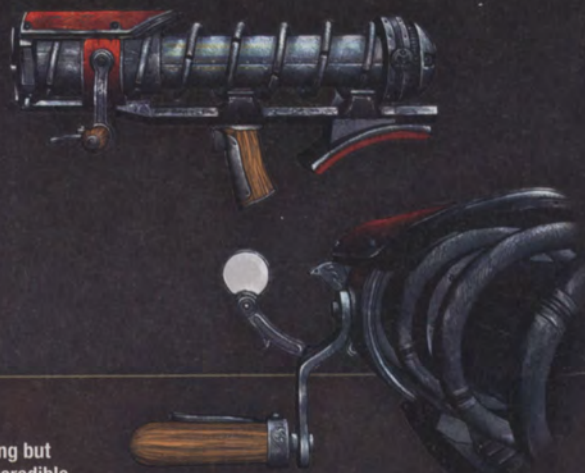
BARNSTORMER RPG

STATS

Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
1250	1750	—	40	2	8	—

UPGRADES

Upgrade	Cost	Function	First Available In
Damage Boost 1	\$385	Increases damage by 25%	Inside Hall of Heroes
Damage Boost 2	\$385	Increases damage by 25%	Emporia
Clip Increase	\$816	Increases clip size to 3	Inside Hall of Heroes
RPG Speed Boost	\$333	Increases projectile speed by 100%	Downtown Emporia



STRATEGY

The Barnstormer RPG is an incredibly powerful weapon that fires a slow-moving but deadly rocket-propelled grenade toward your enemies. These rockets inflict incredible damage and can take out several enemies in a single shot or destroy a heavy hitter very quickly.

It's best to employ the RPG against adversaries that are fairly far away, as using it too close can backfire, since Booker isn't immune to the explosion damage caused by RPG ammo. It's also generally not worth the ammo to use the RPG against single foes—save the RPG for heavy hitters or massive groups.

RPG explosions have the same fire effect as the Devil's Kiss Vigor, which allows you to use it instead of Devil's Kiss in certain combos. Also, it can set oil slicks on the ground ablaze, which allows you to create a devastating wall of flames!

Be careful when using the RPG against distant enemies because the grenade itself doesn't travel very quickly. You might fire a rocket at your opponents but find they've moved out of the way long before the rocket reaches them!

HUNTSMAN CARBINE

STATS

Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
213	287	2.25x	240	8	72	—

UPGRADES

Upgrade	Cost	Function	First Available In
Damage Boost 1	\$357	Increases damage by 25%	Inside Hall of Heroes
Damage Boost 2	\$357	Increases damage by 25%	Emporia
Clip Increase	\$484	Increases clip size to 12	Finkton Docks
Recoil Decrease	\$333	Decreases recoil by 60%	The Factory



STRATEGY

The Huntsman Carbine Rifle is an incredibly powerful semi-automatic rifle that features a high rate of fire, a quick reload speed, and massive damage, especially on critical hits. From the first time you find one to the final battle, the Carbine can easily carry you through the end of the game as your go-to weapon.

The Carbine functions similarly to the Pistol, with longer range—though it fires rapidly, you should mostly attempt headshots. A critical hit with the Carbine does massive damage and can fell many soldiers throughout the game in one or two shots.

You can also use the Carbine with great accuracy even when firing from the hip. Simply aim toward an enemy's head, and watch them drop.

The Carbine is a very strong weapon and should be an integral part of your arsenal. If you've been using the Pistol or Machine Gun primarily, replace it with the Carbine as soon as you can.

THE PIG VOLLEY GUN

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
550+200	650+250	—	120	8	24	Damage degrades with distance from explosion

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	\$522	Increases damage by 25%	Finkton Docks
Damage Boost 2	\$522	Increases damage by 25%	Downtown Emporia
Radius Increase	\$536	Increases explosion radius by 50%	Downtown Emporia
Clip Increase	\$740	Increases clip size to 16	Downtown Emporia

STRATEGY

The Pig Volley Gun is a unique weapon that fires explosive shells in an arc, allowing you to lob projectiles behind cover, over obstacles, and into groups of enemies.

Volley Gun projectiles deal big damage, often taking out soldiers in a single shot. While Volley Gun projectiles do deal splash damage, it's not very much, and it'll take more than a few hits to inflict any significant damage on your opponents. You should focus on direct shots instead of relying on area-of-effect explosions.

You can use its low-damage explosions to your advantage, however, and employ the Volley Gun against enemies up close without hurting yourself too much. The Volley Gun also reloads very quickly, making it a decent close-range alternative to the Shotgun.



PADDYWHACKER HAND CANNON

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
510	690	3x	75	6	18	—

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	\$448	Increases damage by 25%	The Factory
Damage Boost 2	\$448	Increases damage by 25%	Emporia
Reload Increase	\$656	Increases reload speed by 50%	The Factory
Recoil Decrease	\$350	Decreases recoil by 20%	Downtown Emporia

STRATEGY

The Paddywhacker Hand Cannon is an immensely powerful pistol that has a slow rate of fire and low accuracy but deals enormous damage with every shot.

The Hand Cannon functions completely differently than the normal Pistol—its rate of fire is incredibly low, but its normal damage is incredibly high. The Hand Cannon also has a very long reload time, so you need to make every shot count.

Its high damage makes it very useful against heavy hitters, especially when they're stunned. Zap a heavy hitter with Shock Jockey and blast them a few times with the Hand Cannon, and they'll be down for the count.



PEPPERMILL CRANK GUN

STATS

Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
70	130	1.5x	1500	100	100	—

UPGRADES

The Crank Gun has no upgrades.

STRATEGY

The Peppermill Crank Gun is the signature weapon of the Motorized Patriot and is a high-powered Gatling gun that chews through ammo and tears through enemies just as fast.

The Crank Gun is fairly uncommon, however, as it can only be found near defeated Motorized Patriots and in a few Tears located in the world. You can only replenish its ammo by finding another Crank Gun, so it's difficult to try to finish the game while Booker is equipped with it.

You should generally try to pick up the Crank Gun whenever possible. Though you probably shouldn't take it with you, use it to easily and quickly dispatch any soldiers or heavy hitters nearby.



VOX HUNTSMAN BURSTGUN

STATS

Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
85	115	2.25x	265	30	120	Fires in three-shot bursts

UPGRADES

Upgrade	Cost	Function	First Available In
Damage Boost 1	\$423	Increases damage by 25%	The Factory
Damage Boost 2	\$423	Increases damage by 25%	Downtown Emporia
Recoil Decrease	\$822	Decreases recoil by 50%	Downtown Emporia
Ammo Increase	\$672	Increases reserve ammo to 180	Downtown Emporia

STRATEGY

The Burstgun is a modified version of the Huntsman that fires in a three-shot burst instead of a single, powerful shot. The Burstgun is the most common Vox weapon and is found everywhere in the latter half of the game.

Compared to the Huntsman, the Burstgun is considerably weaker: its three shots—even if they all hit—deal about as much damage as one from the Carbine, but with a chance that an individual round might miss. When using the Burstgun, it's best to aim for center mass to make sure all three hits connect rather than risk losing important critical damage.

However, since ammunition is plentiful, it can be a very useful tool late in the game. If you need a weapon, there's a good chance there'll be a Burstgun lying around that you can use while you collect more ammo for your preferred weapons.



VOX TRIPLE R REPEATER

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
170	230	2x	350	20	60	—

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	—	Increases damage by 25%	—
Damage Boost 2	\$416	Increases damage by 25%	Downtown Emporia
Recoil Decrease	\$711	Decreases recoil by 50%	Emporia
Clip Increase	\$449	Increases clip size to 40	Downtown Emporia

STRATEGY

This Vox-modified Triple R has a much slower rate of fire but deals significantly more damage per shot. The Repeater is a very useful late-game weapon, since it is very common throughout the latter stages, giving you many opportunities to refill your ammo.

Even though the Repeater is modified from the Machine Gun, it functions much more like the Carbine, but with a higher rate of fire. It doesn't deal quite as much damage on a critical hit, however, so enemies will require multiple headshots to take down.

The high rate of fire makes it very useful against heavy hitters, especially after they've been made vulnerable by a Vigor. Put the effect on an enemy, then lay into their weak spots to quickly take them down.



THE VOX PIG HAIL FIRE

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
580	820	—	545	5	25	Damage degrades with distance from explosion

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	—	Increases damage by 25%	—
Damage Boost 2	\$688	Increases damage by 25%	Downtown Emporia
Radius Increase	\$415	Increases explosion radius by 100%	Downtown Emporia
Clip Size	\$399	Increases clip size to 8	Downtown Emporia

STRATEGY

This modified Pig fires projectiles that have the unique ability to bounce off walls and detonate in mid-air. While ammo for the Hail Fire is rare, its unique functionality makes it a powerful weapon.

The projectile fired by the Hail Fire differs based on how long you hold the trigger—if you tap it, the projectile bounces off walls until it hits an enemy. If you hold the trigger down, the projectile still bounces off walls until it hits a target, but will also explode when you release the trigger.

In general, you should use the normal fire version in most situations. However, if you're attacking enemies in a group or behind cover, lob a shot over cover, then release the trigger when the shot is near an adversary to detonate it, ignoring their cover!

Unfortunately, very few enemies carry the Hail Fire, so ammo for it is generally scarce. If you want to use this unique weapon, you'll often find yourself buying more ammo from Dollar Bill, so make sure you've purchased all the upgrades you can before committing to it.



THE HEATER

STATS						
Damage (Min)	Damage (Max)	Critical Multiplier	Rounds per Minute	Magazine Capacity	Reserve Capacity	Notes
1360	1840	1.5x	35	1	8	Damage degrades with distance, sets enemies ablaze

UPGRADES			
Upgrade	Cost	Function	First Available In
Damage Boost 1	—	Increases damage by 25%	—
Damage Boost 2	\$554	Increases damage by 25%	Downtown Emporia
Spread Boost	\$467	Increases spread by 20%	Downtown Emporia
Reload Increase	\$752	Increases reload speed by 50%	Emporia



STRATEGY

The Heater is a modified China Broom that only holds a single bullet, but fires an extremely powerful shot that sets enemies ablaze and deals massive damage.

Any adversary caught up close is annihilated instantly by the Heater, and if the shot doesn't dispatch them immediately, they'll probably be finished off by the fire damage!

Unlike the Shotgun, the Heater is only useful at very close ranges. Even though it deals huge damage, be careful using it against heavy hitters that can seriously injure Booker whenever he gets too close.

Ammo for the Heater is very scarce, especially if you choose to steal it while you're in Soldier's Field. Much like the Hail Fire, you'll need to visit Dollar Bill for more Heater ammo, so try to use it sparingly.

Light the way!



with Devil's Kiss

SIMON PURE!
BUCKING BRONCO
BREAK EVEN THE CURLIEST WOLF

★
FINEST
★



★
VIGORS
★

VIGORS

Vigors are fantastical, wondrous tonics that grant a person who consumes one the ability to do otherworldly and amazing things. Booker will find a total of eight unique Vigors during his journey through Columbia, each with its own special abilities.

Each Vigor (save for Charge) has two separate attacks—a standard attack that is performed by pressing the Vigor fire button and an alternate attack when the Vigor fire button is held down. A meter appears in the crosshair while you're charging a Vigor, and when it is full, the alternate fire mode of the Vigor is available.

The first time you collect a Vigor, Booker experiences a short hallucination, giving you a preview of the Vigor's effect and its abilities—as well as its influence on Booker's mind!

When an enemy is hit by a Vigor, they have a chance of becoming vulnerable for a few seconds. While an enemy is reeling from the effects of the Vigor, you deal twice as much damage with your normal weapons! Each adversary is vulnerable to different Vigors, as illustrated by the following table.

The table describes how vulnerable an enemy is to each Vigor. If an opponent is 100% or more susceptible to a Vigor, then they become vulnerable after being hit. Careful use of Vigors is especially important against heavy hitting enemies like The Beast, Zealot of the Lady, and Fireman!



ENEMY WEAKNESS TO VIGORS

Enemy	Possession (Duration)	Devil's Kiss (Damage)	Murder of Crows (Duration)	Bucking Bronco (Duration)	Shock Jockey (Stun)	Charge (Impact)	Undertow (Pushback)
Soldier	100%	100%	100%	100%	100%	100%	100%
Gun Automaton	200%	100%	Immune	Immune	100%	Stun	Stun
RPG Automaton	200%	100%	Immune	Immune	100%	Stun	Stun
Barrage Automaton	Immune	100%	Immune	Immune	100%	Immune	Immune
Fireman	50%	Immune	100%	100%	100%	100%	100%
Zealot	50%	100%	Immune	100%	100%	100%	100%
Mosquito	200%	100%	Immune	Immune	100%	Immune	100%
Beast	100%	100%	100%	100%	100%	50%	50%
Patriot	50%	100%	Immune	Weakened	75%	100%	100%
Handyman	Immune	100%	75%	Immune	10%	Immune	Adds Weakness
Siren	Weakness	150%	Weakness	Weakness	Weakness	Weakness	Weakness

By using certain Vigors in succession, you can create a combo, granting an extra damage boost and enhanced vulnerability. Using Vigor combinations also contributes toward the Combination Shock achievement. Be sure to use them all to maximize your Vigor potential!

To hit with a combo, score a hit with the first Vigor listed, then use the second. You'll see "COMBO" appear on your target, and then you can watch the damage pile up!



POSSESSION



STATS

COST PER USE (PRESS)	COST PER USE (HOLD)	DAMAGE (PRESS)	DAMAGE (HOLD)	EFFECT DURATION (PRESS)	EFFECT DURATION (HOLD)
50	100	—	—	10 seconds	20 seconds

COMBOS



This combo causes the enemy to become a walking Tesla coil, spreading electricity to anyone near them. It has a fairly low Salts cost for a Possession combo, making it a valuable option whenever you have used Possession on an enemy.

Using this combo causes a foe under the influence of Possession to become a walking firestorm, spreading fire to anyone they approach. While this costs more than using Shock Jockey, it deals more damage by setting enemies on fire. Use this combination whenever you want to deal more damage with Vigors instead of weapons.

UPGRADES

UPGRADE	COST	FUNCTION	FIRST AVAILABLE IN
Possession Mod	\$50	Adds ability to Possess humans who commit suicide when the effect expires	Raffle Square
Possession for Less	\$1653	Decreases the Salts necessary to use Possession	Hall of Heroes Gift Shop

STRATEGY

The first Vigor you'll find in Columbia is the powerful Possession Vigor, which you can use to turn enemies into allies for a short period of time. Possession is an extremely powerful Vigor that has a multitude of uses throughout the game, both in and out of combat.

Possession, at the beginning of the game, is only usable on mechanical enemies like Automatons and Motorized Patriots. Once possessed, mechanical enemies like these become your ally for a few seconds, shooting any other opponents for you! Possessing turrets is a great way to get rid of them—let them thin out your attackers while they destroy the turret for you!

If you've been exploring Columbia, you'll soon be able to purchase an upgrade that lets you possess humans, as well, allowing you to make most enemies into allies. If you use Possession on a normal soldier, they'll commit suicide after the Possession effect expires, causing an instant kill!

Only one enemy can be possessed at a time. If you possess a foe while one is already under the influence of Possession, the Possession effect immediately ends on the first enemy you possessed. While this is bad with mechanical turrets, a human you've possessed will instantly commit suicide!

Against heavy hitters like the Fireman, Zealot, and Motorized Patriots, Possession only lasts half as long, and they won't kill themselves when the effect is over. Possession doesn't work at all against the Siren or the Handyman, so don't waste your Salts trying it.

Possession's alternate fire is a mine that can possess multiple foes at the same time—which really means that one or two enemies might instantly commit suicide when they walk over it.

Even though it will quickly dispatch enemies, this method of attack isn't really worth the Salts, however, since it costs nearly an entire bar of the Salts Meter just to place one. However, once you get the Possess for Less upgrade, you may consider using mines more often.

Outside of combat, if you need some extra cash, you can cast Possession on one of the many vending machines around Columbia to cause them to spit out free money! This only works once per vending machine, but it is a free and easy way to get more money, especially if you have a full Salts Meter or you know that more Salts are nearby.



DEVIL'S KISS



STATS

COST PER USE (PRESS)	COST PER USE (HOLD)	DAMAGE (PRESS)	DAMAGE (HOLD)	EFFECT DURATION (PRESS)	EFFECT DURATION (HOLD)
23	46	500	2100	3 seconds	5 seconds

COMBOS



After setting someone on fire, use Charge on them to create a series of molten projectiles that spew from the target's body. With the right timing and positioning, you can use this combination to create a series of additional fiery grenades, spreading the damage throughout an entire encounter!

See *Murder of Crows*.



See *Bucking Bronco*.

See *Possession*.

UPGRADES

UPGRADE	COST	FUNCTION	FIRST AVAILABLE IN
Devil's Kiss Mod	\$1241	Adds mini clusters for greater area-of-effect range and damage	Monument Island Gateway
Devil's Kiss Boost	\$666	Increases damage	Finkton Docks

STRATEGY

The Devil's Kiss Vigor causes Booker to conjure a ball of magma and fire into his hands, which he can throw at his enemies. This Vigor essentially functions as a grenade, albeit one conjured out of the sky using fantastic power.

Devil's Kiss is a great way to use your Salts Meter just to deal damage to your opposition. A normal Devil's Kiss grenade inflicts a good amount of damage and is a great way to attack your enemies if you need to reload your main weapon.

The alternate fire of Devil's Kiss causes Booker to throw a projectile that sits on the ground like a trap, creating a high-damage landmine. This trap deals massive damage but doesn't cost many Salts, making it a very powerful and deadly tool. You can't detonate your own mine, but you can backpedal toward a mine to draw any ambitious enemies into it!

You can also place the Devil's Kiss trap on walls, giving you additional ways to attack adversaries on the ground or in the skies. Place a trap near a wall that a Sky-Line slides by, and any enemy chasing Booker down will trigger it and explode in a plume of fire!



MURDER OF CROWS



STATS

COST PER USE (PRESS)	COST PER USE (HOLD)	DAMAGE (PRESS)	DAMAGE (HOLD)	EFFECT DURATION (PRESS)	EFFECT DURATION (HOLD)
28	56	60	300	4-5 seconds	9-10 seconds

COMBOS



By throwing Devil's Kiss at an enemy surrounded by crows, you can create a murder of flaming crows, which sets all your enemies ablaze while keeping them stunned! While this Vigor combo is expensive, it's especially useful against enemies vulnerable to the effects of fire and Murder of Crows, like the Handyman.

Much like the combo above, using Shock Jockey against an enemy surrounded by crows creates a legion of electric crows, capable of stunning any enemy nearby. This combo is fairly inexpensive and can instantly incapacitate an entire group of foes.

UPGRADES

UPGRADE	COST	FUNCTION	FIRST AVAILABLE IN
Unlock Murder of Crows	\$150	Unlocks Murder of Crows if not found	Monument Island Gateway
Crows Trap Mod	\$1485	Causes the corpses of Murder of Crows victims to become crow traps	Monument Island Gateway
Crows Boost	\$545	Increases stun duration	The Factory

STRATEGY

Even for a Vigor, Murder of Crows is extremely unique, since using it causes Booker to send a murder of damaging and annoying crows toward his enemies. Any adversary hit—as well as any opponent near him—is surrounded by a legion of crows that holds them in place and leaves them vulnerable, allowing you to deal additional damage with any weapons Booker has equipped.

Against many normal enemies, Murder of Crows is quickly outpaced by Shock Jockey, which performs the same function but costs significantly fewer Salts. However, the hardest-hitting enemy, the Handyman, is only briefly stunned by Shock Jockey but is totally distracted by Murder of Crows, giving you several valuable seconds to lay into him with gunfire!

Using the secondary fire version of Murder of Crows allows you to place a trap that, when approached, unleashes an onslaught of crows. This allows you to quickly dispatch any enemy foolish enough to trigger the trap with your equipped weapons. Be careful when setting a Murder of Crows mine, however, since it has an extremely high cost in Salts per use.



BUCKING BRONCO



STATS

COST PER USE (PRESS)	COST PER USE (HOLD)	DAMAGE (PRESS)	DAMAGE (HOLD)	EFFECT DURATION (PRESS)	EFFECT DURATION (HOLD)
15	30	0	0	3-3.5 per second	6-7 seconds

COMBOS



By using Devil's Kiss on an enemy that has been levitated with Bucking Bronco, you can create a cluster of explosions! This combo is particularly useful before you buy any Bucking Bronco upgrades. As soon as you get it, you can make Bucking Bronco effective against every single enemy in an encounter.



Using Charge against an enemy that has been levitated by Bucking Bronco causes them to fly extreme distances—which, in Columbia, usually means flying off the city to their doom! Use this combo against the Zealot, Fireman, and Beast to save ammo and instantly defeat them.

UPGRADES

UPGRADE	COST	FUNCTION	FIRST AVAILABLE IN
Unlock Bucking Bronco	\$175	Unlocks Bucking Bronco if not found	Finkton Docks
Bronco Mod	\$777	Adds ability to chain floating effect from one enemy to others	Finkton Docks
Bronco Boost	\$421	Increases duration of enemy's float time by 2x	The Factory

STRATEGY

Bucking Bronco is an incredibly powerful Vigor that allows you to turn the tides against any group of enemies attacking you. Simply pressing the Vigor fire button levitates any enemies in front of you, allowing you to punish them for extra damage while they float defenselessly in the air! If an enemy reaches less than 25% health while under the effect of Bucking Bronco, they will be slammed into the ground and instantly defeated!

This Vigor is especially useful against heavy hitters like the Beast, Fireman, and Zealot. Stop the Zealot from teleporting around you by holding him in the air, then attack him with your equipped weapon to immediately end him!

Since foes that have been levitated by Bucking Bronco are also impaired defensively, you can make short work of any Beast, who generally ignores many of your attacks. Also, if you're anywhere near a ledge, simply attack a levitated adversary with your Sky-Hook to push them off of Columbia, ending their threat immediately!

The alternate fire version of Bucking Bronco creates a trap that levitates anything near it. While this isn't as useful as the normal version, it costs little Salts, allowing you to create the perfect blend of offense and defense, especially near any of Columbia's many railings!



SHOCK JOCKEY



STATS

COST PER USE (PRESS)	COST PER USE (HOLD)	DAMAGE (PRESS)	DAMAGE (HOLD)	EFFECT DURATION (PRESS)	EFFECT DURATION (HOLD)
16	32	45-55	45-55	2.8-3.2 seconds	4-5 seconds

COMBOS



See Murder of Crows.



See Undertow.



See Possession.

UPGRADES

UPGRADE	COST	FUNCTION	FIRST AVAILABLE IN
Shock Jockey Mod	\$1265	Add ability to chain lightning strikes from one enemy to others	The Factory
Shock Jockey Boost	\$575	Increases effective range (2x)	Downtown Emporia

STRATEGY

Shock Jockey gives Booker the power to throw electricity, which is just as powerful as you might imagine!

The normal fire version of Shock Jockey is both incredibly powerful and incredibly cheap in terms of Salts, making it a useful tool throughout the game. Simply press the Vigor fire button, and voila: a stunned enemy that can't fight back and that takes double damage for a short period of time!

The normal fire version of Shock Jockey is incredibly useful against mechanical adversaries like the Motorized Patriot and any Automaton emplacement. Shoot Shock Jockey at them to keep them from firing at you, then lay into them for double damage while they're stunned!

The alternate fire version of Shock Jockey allows you to lay a series of traps that create a chained lightning effect. These traps zap any foe that walks in between them. Employ multiple alternate fire versions of this Vigor to create a defensive wall that severely punishes any enemy trying to move toward your position!



CHARGE



STATS

COST PER USE (PRESS)	COST PER USE (HOLD)	DAMAGE (PRESS)	DAMAGE (HOLD)	EFFECT DURATION (PRESS)	EFFECT DURATION (HOLD)
25	25	350	700 + 200	1-2 seconds stun	1-2 seconds stun

COMBOS



See Devil's Kiss.



See Bucking Bronco.

UPGRADES

UPGRADE	COST	FUNCTION	FIRST AVAILABLE IN
Unlock Charge	\$250	Unlocks Charge if not found	Emporia
Charge Mod	\$1614	Adds brief invulnerability on attack and recharges Shield	The Factory
Charge Boost	\$555	Adds explosive damage to Charge attack	Downtown Emporia

STRATEGY

Unlike most attacks, Charge does not have a normal method of fire; it only has an alternate. When you use it, you'll see why—Booker charges up his Sky-Hook, then flies toward his enemies with a single powerful blow!

Any enemy hit by Charge is left vulnerable, so you can continue dealing extra damage after you hit them. You can also use Charge against opponents on different levels of elevation—reach areas you didn't think you could by using Charge to attack an adversary standing on one!

Be careful when using Charge against heavy hitter enemies—often, they won't be stunned by the effects, and Booker will end up on the business end of an RPG. Check the vulnerability table to see which foes you should and shouldn't charge.



UNDERTOW



STATS

COST PER USE (PRESS)	COST PER USE (HOLD)	DAMAGE (PRESS)	DAMAGE (HOLD)	EFFECT DURATION (PRESS)	EFFECT DURATION (HOLD)
31	31	0	40-150 on impact	3 seconds stun	3 seconds stun

COMBOS



By using Shock Jockey on an enemy affected by Undertow, you can cause extreme damage—the same damage caused by using Shock Jockey on a water puddle! Use this combination if you've caught multiple opponents with a single Undertow shot and want to finish them off immediately.

UPGRADES

UPGRADE	COST	FUNCTION	FIRST AVAILABLE IN
Unlock Undertow	\$150 (\$125 from vending machine)	Unlocks Undertow if not found	Emporia
Undertow Mod	\$306	Increase number of enemies you can pull at one time	Emporia
Undertow Boost	\$1143	Increases effective range by 2x	Downtown Emporia

STRATEGY

Undertow, on its own, does not deal damage against most enemies and might be considered useless in many combat scenarios. However, any enemy hit by Undertow is either propelled forward or pulled toward you, making it an excellent utility tool, especially late in the game.

In any scenario where you are near a ledge, Undertow can instantly end a combat encounter in seconds—simply use it to fling your enemies off of the confines of Columbia! This is especially useful against heavy hitters like the Zealot, Fireman, and the Beast, since it can end an encounter with any of these foes in an instant!

Undertow will do damage to mechanical enemies such as the Handyman, Motorized Patriot, and Turret Automatons in addition to stunning them, making it a useful attack when squaring off against these mechanized foes.

The alternate attack of Undertow allows you to pull an enemy toward you from nearly infinite distance. If there's a sniper you can't defeat with your current weaponry, it's no problem—simply pull him toward you! Any adversary pulled in by Undertow is left vulnerable and held in position, allowing you to unload an arsenal against a defenseless opponent!



RETURN TO SENDER



STATS

COST PER USE (PRESS)	COST PER USE (HOLD)	DAMAGE (PRESS)	DAMAGE (HOLD)	EFFECT DURATION (PRESS)	EFFECT DURATION (HOLD)
20	10 per second	0	900+	3 seconds	As long as Salts allow

COMBOS

None.

UPGRADES

UPGRADE	COST	FUNCTION	FIRST AVAILABLE IN
Unlock Return to Sender	\$200	Unlocks Return to Sender if not found	Hand of the Prophet
Return for Less	\$898	Increases Shield duration (when pressed) and decreases Salts cost (when held)	Downtown Emporia
Sender Aid	\$1287	Adds ability to absorb and collect incoming ammunition	Downtown Emporia

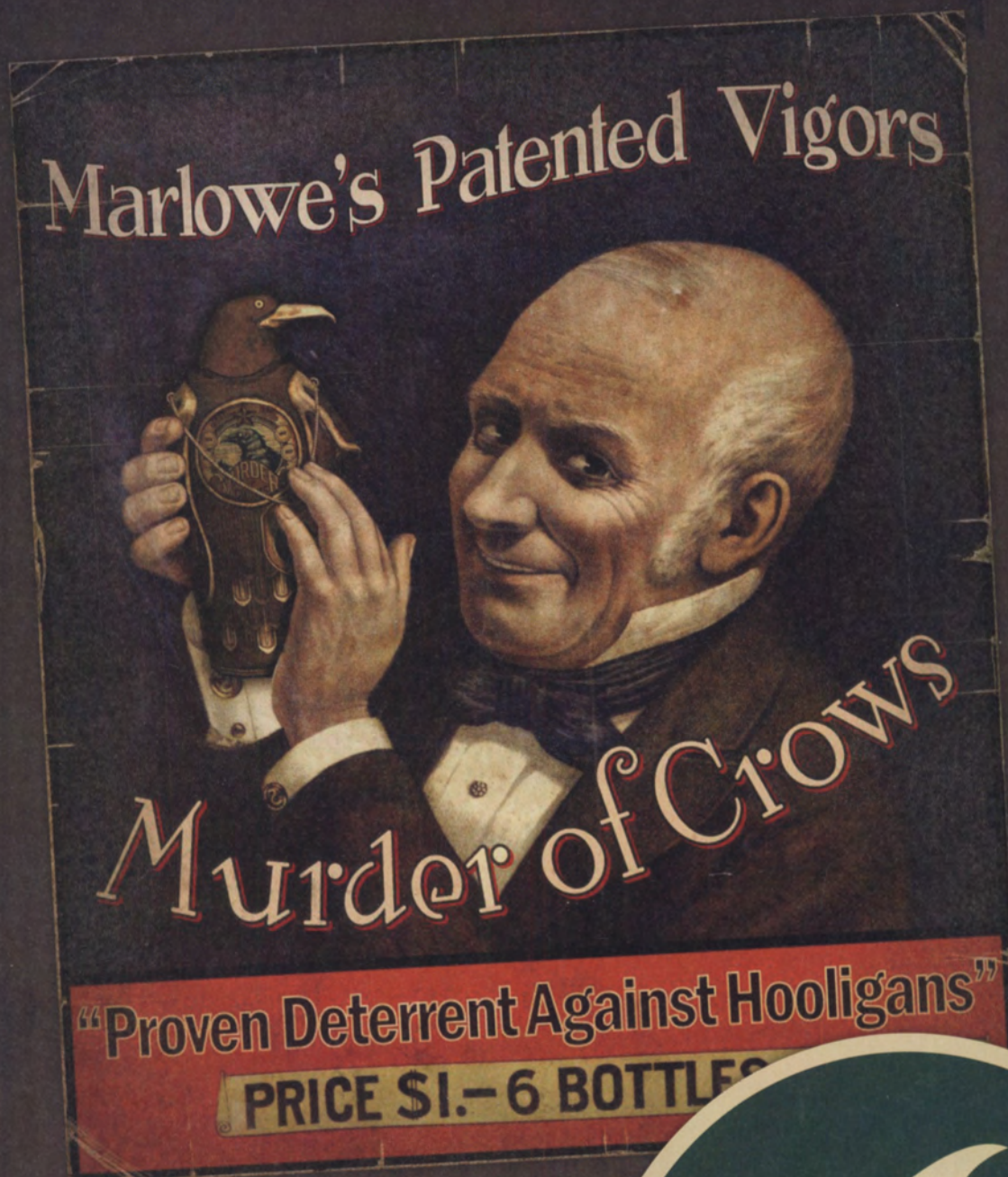
STRATEGY

Return to Sender gives you the unique ability to both shield Booker while preparing an attack and create a forcefield that replenishes your ammo, depending on which attack you use.

The normal fire version of Return to Sender creates a shield that lasts for four to five seconds that, while active, absorbs any ammo fired at you and puts it into your own reserve. This replenishes your ammo while protecting you from damage.

The alternate fire version of Return to Sender also creates a shield but drains your Salts as long as you hold the button. Releasing the button sends out an explosive projectile that deals a huge amount of damage, compounded by any bullets sent your way! This is extremely useful against enemies like the Motorized Patriot—absorb a hail of Crank Gun fire, then send it back toward your attacker!





The Height of Columbia Fashion

GEAR

COLUMBIA CHRONICLES

As you journey through Columbia, you'll find many pieces of Gear located throughout the city, each of which provides a different boost or unique ability beyond Booker's normal capacity. In this chapter, you'll find a description of all the Gear in the game, as well as their different effects.

Gear is divided into four categories—Hats, Shirts, Boots, and Pants. Only one piece of Gear can be equipped in each slot at one time, so you can have a Hat and Shirt equipped, but not two Hats.

When choosing what Gear to equip, consider two things—the way you like to play, and Gear that complements that style. If you think melee first, guns later, you should equip Gear like the Burning Halo and Gear that makes you faster. If you like to use Vigors, consider Gear like Storm and Blood to Salt to make your Vigors more powerful and the Salts plentiful.

Also, consider not only what you're fighting, but where—having a full set of Sky-Line Gear equipped all the time might not make sense, but if you're in an area with Sky-Lines everywhere, then kit up to take advantage of them. Carefully managing your Gear is key to victory—change your Gear often to take advantage of every situation!

LUCK OF THE DRAW RANDOMIZED GEAR

Most of the Gear you'll find around Columbia is completely randomized. Each time you play through the game, you'll generally have a completely different set of Gear by the end of the game.

As you progress through the game, you have a better chance of collecting the more powerful Gear, even though you do have a chance of receiving it the first time you find a Gear Box.

HATS

ICON	NAME	FUNCTION
	HILL RUNNER'S HAT	Shield breaking increases movement speed. 50% faster for 5 seconds.
	AMMO CAP	When shooting, empty clips have a 40% chance of automatically filling without the need to reload.
	SHELTERED LIFE	Grants brief invulnerability when gaining health from snacks and Medical Kits.
	GEAR HEAD	Makes you harder to detect by automatons, zeppelins, and Motorized Patriots.
	STORM	Killing with Devil's Kiss, Shock Jockey, or Bucking Bronco causes effects to chain to nearby enemies.
	THROTTLE CONTROL	Increased throttle and braking control on Sky-Lines.
	QUICK HANDED	Decrease weapon reload times by 30%.
	ELECTRIC TOUCH	50% chance that a melee target is stunned. Victim is vulnerable for 3 seconds.

SHIRTS

ICON	NAME	FUNCTION
	SCAVENGER'S VEST	Enemies provide ammo upon death 40% of the time.
	BLOOD TO SALT	Enemies provide Salts upon death 40% of the time.
	NITRO VEST	Increases radius of explosive weapon splash damage.
	DROP CLOTH	Landing off a Sky-Line increases movement speed. 50% faster for 5 seconds.
	SHOCK JACKET	When struck, 50% chance to shock nearby enemies. Victims take 50 damage, vulnerable for 2 seconds.
	EXECUTIONER	Melee strikes against staggered enemies adds 60% chance to critical hit, and victims take 25% more damage when struck.
	PYROMANIAC	When struck, 50% chance to burn nearby foes, Victims take 400 damage over 3 seconds.
	SKY-LINE ACCURACY	Increase weapon accuracy on Sky-Lines.
	COAT OF HARMS	Enemies become easier to melee execute.
	WINTER SHIELD	Jumping to or from a Sky-Line grants a brief period of invulnerability.
	BULLET BOON	Increases clip size for all weapons by 50%.

BOOTS

ICON	NAME	FUNCTION
	FIT AS A FIDDLE	When revived, Booker returns to life at full health.
	NOR'EASTER	Killing an enemy from a Sky-Line gives a 50% chance of a brief period of invulnerability.
	NEWTON'S LAW	Landing off a Sky-Line knocks back nearby enemies.
	OVERKILL	Killing with excessive damage stuns nearby adversaries.
	KILL TO LIVE	Melee executions have a 65% chance to give health.

(Continued next page)

BOOTS (Continued)

ICON	NAME	FUNCTION
	VAMPIRE'S EMBRACE	Melee kills give health.
	TUNNEL VISION	Aiming down Iron Sights increases damage by 25%, while aiming from the hip decreases damage by 25%.

PANTS

ICON	NAME	FUNCTION
	SKY-LINE RELOADER	Jumping on or off a Sky-Line reloads your weapon.
	ANGRY STOMPERS	When extremely low on health, damage is increased by 2x.
	BRITTLE-SKINNED	Hitting an enemy with a melee attack causes them to suffer 2x more damage for 5 seconds.
	DEADLY LUNGERS	Melee strike range is increased by 3x.
	HEAD MASTER	Critical hit damage is increased by 50%.
	FIRE BIRD	Jumping from a Sky-Line sets nearby foes ablaze, dealing 400 damage over 3 seconds.
	URGENT CARE	Shield recharge delay is decreased by 2 seconds, but Shield recharge time is increased by 2x.
	LAST MAN STANDING	When very low on health, killing an enemy restores health.



GUARANTEED GEAR

While most Gear is random, there are five pieces of Gear you'll always find in the same place and you are guaranteed to have these pieces every time you play, as long as you are thorough! Check the walkthrough for the locations of where to find this unique Gear.

ICON	NAME	BODY PART	FUNCTION
	BURNING HALO	HEAD	70% chance that a melee target is set ablaze. Victim takes 300 damage over 4 seconds.
	SPARE THE ROD	HEAD	30% chance melee target becomes Possessed. Possessed victim is an ally for a few seconds.
	RISING BLOODLUST	HEAD	After each successive kill (up to five), weapon damage is increased. Boost resets if no enemies are killed within 10 seconds.
	HEALTH FOR SALTS	LEGS	When out of Salts, health is consumed when Vigors are used.
	SPECTRAL SIDEKICK	LEGS	Dropping a weapon creates a ghostly ally for a few seconds.

MATCHING OUTFIT BUILD EXAMPLES

You might notice that a lot of the Gear in *Bioshock Infinite* may have limited uses or may not seem that great on its own. However, when you combine certain pieces of Gear with others, you can create powerful and deadly combinations. Here are a few examples of set-ups that you can create by combining Gear pieces together.

GUNSLINGER

This build is specially built to emphasize firearm combat, especially using weapons that cause critical hits like the Pistol, Carbine or Repeater.

HAT	AMMO CAP OR QUICK HANDED	
SHIRT	SCAVENGER'S VEST	
BOOTS	TUNNEL VISION	
PANTS	HEAD MASTER	

With this build, you'll find more ammo, reload faster, and your headshots will connect with extreme power! The buffs on Tunnel Vision and Head Master stack, causing enormous damage with a critical hit from a gun that is used with Iron Sights!

Depending on your preference, you can switch out Ammo Cap with Quick Handed—both increase your ability to reload in different ways, so this choice mostly comes down to personal preference.

DEMOLITION MAN

This example build is completely based around explosive weapons like the RPG and Volley Gun and causing extreme mayhem with them.

HAT	QUICK HANDED	
SHIRT	NITRO VEST	
BOOTS	TUNNEL VISION	
PANTS	ANGRY STOMPERS	

This build is mostly centered around the Nitro Vest, which increases any explosive damage you cause. When you combine that with Tunnel Vision, you'll deal even more explosive damage per shot!

Quick Handed is better in this build than Ammo Cap, since the reload time on the RPG and other explosive weapons can be pretty lengthy and you'll need to reload these weapons more often.

BERSERKER

In this build, Gear is chosen to maximize your efficiency as a melee powerhouse, bent on crushing enemies with the Sky-Hook!

HAT	AMMO CAP OR QUICK HANDED	 
SHIRT	SCAVENGER'S VEST	
BOOTS	TUNNEL VISION	
PANTS	HEAD MASTER	

Every piece of Gear in this set is designed to maximize your Sky-Hook attacks, allowing you to attack from farther away, deal fire damage while striking, steal health after killing an enemy, and deal more damage in general!

If you're fighting stronger enemies like the Siren or Handyman, you can equip Sheltered Life instead, which gives you invincibility after eating food or finding a Medical Kit. Be sure to search enemies while you're fighting to maintain invincibility!

WIZARD

The Wizard build is focused on efficiently and powerfully attacking with an array of Vigors. This Gear is meant to allow you to primarily attack using Shock Jockey, Devil's Kiss, and other elemental attacks.

HAT	STORM	
SHIRT	BLOOD TO SALT	
BOOTS	OVERKILL	
PANTS	HEAD MASTER	

To see the full effects of this build, zap an enemy with Shock Jockey, then blow them away with a Devil's Kiss projectile. You'll spread the effect to all enemies using Storm and stun them all using Overkill!

Once your foes are stunned, take out your enemies with headshots to fill your Salts Meter back up and do it again! If you want to limit your gun usage completely, consider Brittle-Skinned to turn your melee attacks into defense draining, debuff strikes!

SKY-LINE NINJA

This build is focused on striking your enemy and quickly escaping, constantly moving and suffering as little damage as possible.

HAT	SHELTERED LIFE	
SHIRT	WINTER SHIELD	
BOOTS	NEWTON'S LAW	
PANTS	BRITTLE-SKINNED	

Since two of the Gear items in this build require Sky-Lines to be effective, you might not want to use these builds in areas with little-to-no Sky-Line combat, like Finkton and the first part of Emporia.

With this build, you should fly in, use a melee attack on an enemy once or twice then jump back onto a Sky-Line—you'll be invincible after you jump off and again when you jump back on!

DEFENDER

Defender is a build focused on keeping the Health and Shield Meters from draining. This build is better on harder difficulties or when you're having trouble advancing through some of the more difficult points in the story.

HAT	HILL RUNNER'S HAT	
SHIRT	SHOCK JACKET\PYROMANIAC	 
BOOTS	VAMPIRE'S EMBRACE	
PANTS	URGENT CARE	

This build is mostly focused on Urgent Care and Hill Runner's Hat. When combined, you can use the effect of Hill Runner's Hat to get away from foes, making it easy to keep your Health Meter filled.

On the Torso slot, you can use either Shock Jacket or Pyromaniac interchangeably, since they both punish any enemy that tries to attack up close. Use the one that better suits your play style—Pyromaniac does more overall damage, but Shock Jacket keeps enemies in place, allowing you to escape or drain health with Sky-Hook strikes that are charged with Vampire's Embrace.

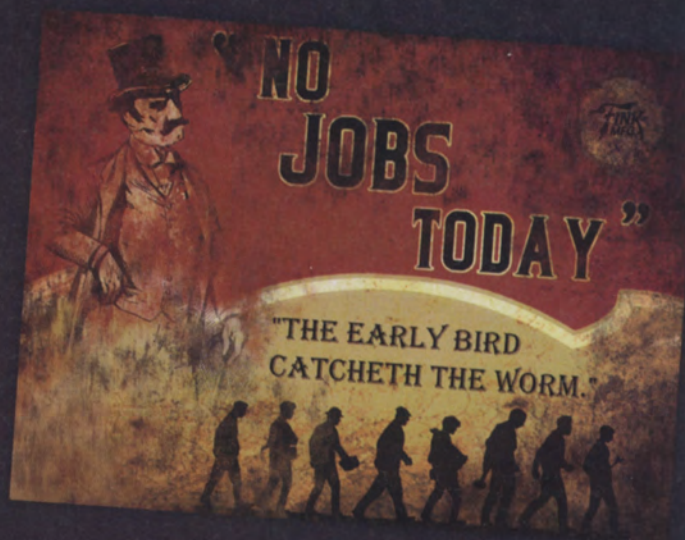
SKY-LINE SNIPER

This is another build focused on being more efficient while fighting on and around Sky-Lines, but with guns instead of fists.

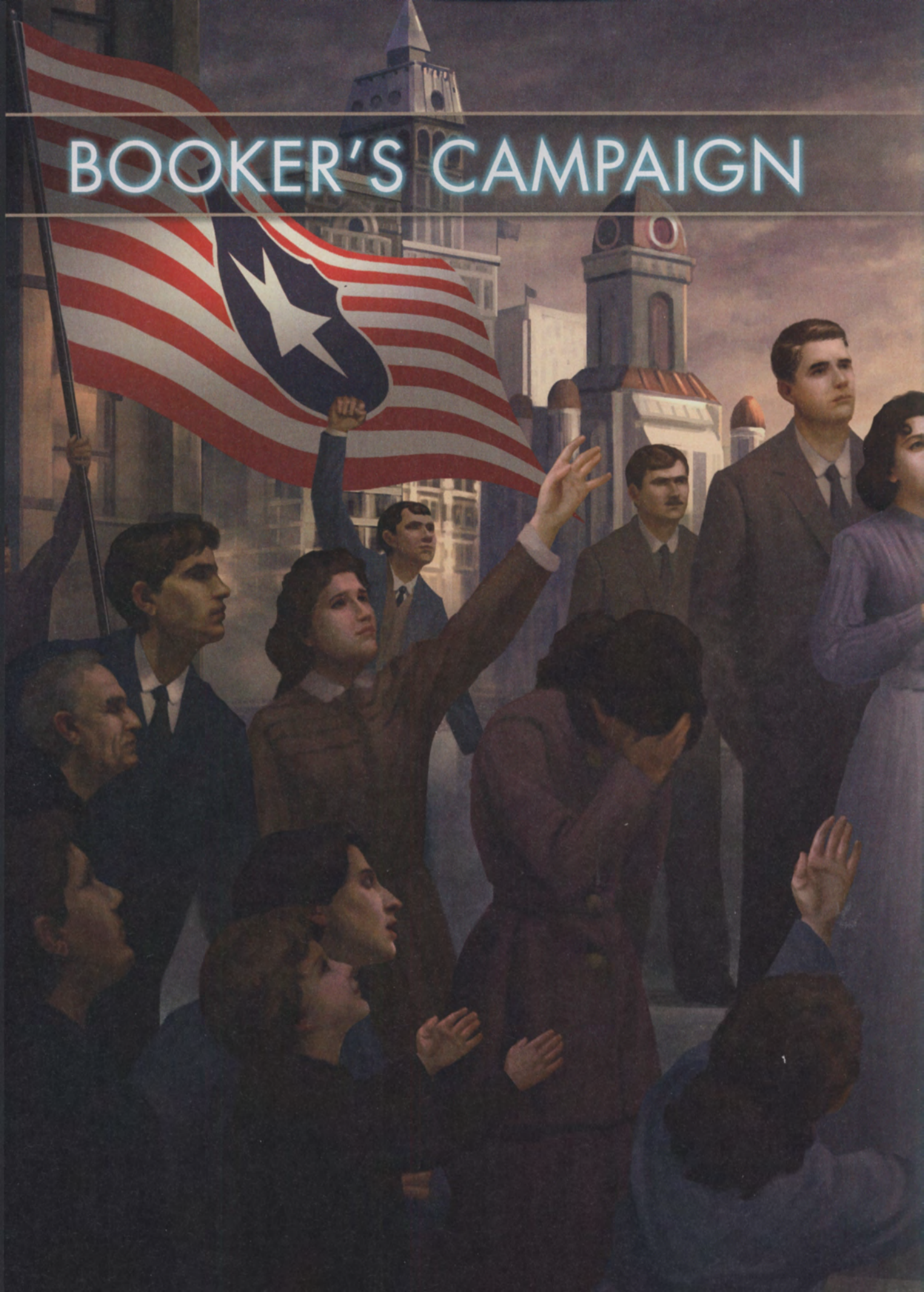
HAT	THROTTLE CONTROL	
SHIRT	SKY-LINE ACCURACY	
BOOTS	NOR'EASTER	
PANTS	FIRE BIRD	

When using this build, slow down to shoot a few rounds at grounded enemies from a Sky-Line, then speed up to avoid their counter strike. After killing an enemy, shoot at another while you're invincible!

If you're being overwhelmed from the ground, try and jump towards multiple enemies if possible—Fire Bird will ignite them all! Instead of trying to finish off the flaming enemies, jump back on the Sky-Line to keep taking your enemies out from up high!



BOOKER'S CAMPAIGN





IN THE NAME OF THE PROPHET

The details are hazy, but the debt must be paid. That much you do know. The year is 1912, and you, Booker DeWitt, find yourself being tossed about in rough seas aboard a rowboat hailing from an unknown port. The couple before you prattles on back and forth as if you aren't even there, leaving you to mull over the contents of the box you've been given: a pistol, a key, a couple of postcards, and a message to bring the girl, unharmed, to New York City. There's a question for every whitecap on the horizon, and not an answer in sight.

LIGHTHOUSE

Climb the ladder to the dock and search inside the shed for a few loose coins, known locally as Silver Eagles. These coins may not be worth much where you've been, but they're the currency of choice where you're going. You'll need as much of this currency as you can find. Ascend the stairs to the base of the lighthouse and search the barrel off to the left prior to knocking on the door. This search should yield additional Silver Eagles and get you started on unlocking the "Coins in the Cushion" Achievement.

Enter the lighthouse and take a moment to have a look around. Get in the habit of scouring the areas you visit for Silver Eagles, consumables, various collectibles, and ammunition. The majority of the items you'll encounter, including ammo, are found in searchable barrels, crates, pieces of furniture, and yes, corpses. The wash basin near the entrance is just one of the many types of items you can interact with that doesn't yield items. You can also inspect radios, phonographs, telescopes, and many other devices. Take a moment to interact with each item whenever you see the button prompt. You never know what may happen.

Make your way up the spiraling staircase to the top of the lighthouse and approach the gate in front of the lamp. One of the postcards Booker was given reveals a pattern that matches that of the bells on the gate. Ring the bells the number of times shown on the card (Scroll x1, Key x2, and Sword x2, in that order), and watch the lighthouse transform before your very eyes. Take a seat in the chair whenever you're ready.



A curious assortment of items befitting this most unusual mission...



Ring each bell the number of times shown on the postcard, in sequence order from left to right.

The Lighthouse

The lighthouse for Infinite had to serve two purposes: The first being to set the religious nature of Columbia (much in the same way the original BioShock lighthouse gave a glimpse into Andrew Ryan's philosophical beliefs). The very first thing you see upon entering the lighthouse is the basin to wash away your sins, which is a very strong theme running throughout Infinite's story.

The Lighthouse's second purpose was to set the stakes for Booker's quest. Earlier versions of the Lighthouse didn't have things like the note on the door, or the dead man upstairs. By adding these, you immediately get a sense of urgency as well as what the stakes are if Booker should fail to retrieve Elizabeth from Columbia.

Drew Holmes
Lead Writer





WRITTEN IN THE CLOUDS

You might not have had any idea where you were going, but you have to admit the view sure is nice!
The rocket touches down softly, but you're not free to roam the city just yet.

ENTER THE CITY

The lighthouse-turned-rocket blasted you high into the stratosphere, to a place unlike any you ever dreamt possible. It's a city in the clouds, comprised of floating islands and bridges, where a man named Comstock is deemed a prophet. The rocket touches down atop a tower, then immediately lowers deep into a holy temple below.

THE WELCOME CENTER

Descend the stairs toward the sounds of the choral voices and inspect each of the two chapels flanking the large statue. The small chapel on the left contains a **Voxophone**. Voxophones (80 in total) are personal recordings made by the city's residents that often reveal interesting details concerning the history and politics of Columbia. Both chapels also contain a number of baskets, gifts, and other containers that you can search for Silver Eagles. Don't let the small denominations fool you, for even these small handfuls of coins can yield a tidy sum over time!

Descend the stairs past the robed man to the temple below, and wade through the water toward the preacher in the distance. Enter the circle at the end of the sermon to be baptized, for only those who have been cleansed of all sin can enter the wonder of Columbia.



Walk along the watery path of forgiveness and accept the baptism.



Voxophone

LOVE THE SINNER

AUTHOR: Lady Comstock

DATE: April the 1st, 1893

LOCATION: Welcome Center

Love the Prophet, because he loves the sinner. Love the sinner, because he is you. Without the sinner, what need is there for a redeemer? Without sin, what grace has forgiveness?



COLLECTIBLES



Infusions



Voxophones



Kinectoscopes



Telescopes

A DAY AT THE FAIR

TOWN CENTER

FIRST ENCOUNTERS

Police (Baton)
Police (Pistol)

Gun Automaton
Fireman

NEW VIGORS



Possession



Devil's Kiss

NEW WEAPONRY



Sky-Hook



Broadsider Pistol

COLLECTIBLES



Infusions

-



Voxophones

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Kinectoscopes

3



Telescopes

1

FIND THE MONUMENT

THE GARDEN OF NEW EDEN

Booker comes to his feet in a sacred garden where Columbia's devout pay their respects to Fathers Washington, Franklin, and Jefferson. Ascend the stairs and continue beyond the other worshippers to the doors ahead. Throw the doors open to watch as the Garden of New Eden docks with New Eden Square. For a nonbeliever like Booker, it doesn't come a moment too soon.

NEW EDEN SQUARE

New Eden Square is a lively area where folks come to shop, socialize, and enjoy a certain recreation in the leisurely manner befitting their standing. Enjoy the walk along the path leading to the square while making sure to collect any hotdogs or other food along the way. Booker still isn't feeling 100 percent after that dunking, but every bit of food he eats helps replenish his condition, which is represented by the Health Meter.



You survived the baptismal dunking only to awake in a land where patriotism and religion have blended.



Voxophone

UNDESERVING

AUTHOR: Zachary Hale Comstock

DATE: September the 9th, 1893

LOCATION: New Eden Square

And then, the archangel showed a vision: a city, lighter than air. I asked her, "Why do you show this to me, archangel? I'm not a strong man. I'm not a righteous man. I am not a holy man." And she told me the most remarkable thing: "You're right, Prophet. But if grace is within the grasp of one such as you, how can anyone else not see it in themselves?"



The Garden of New Eden

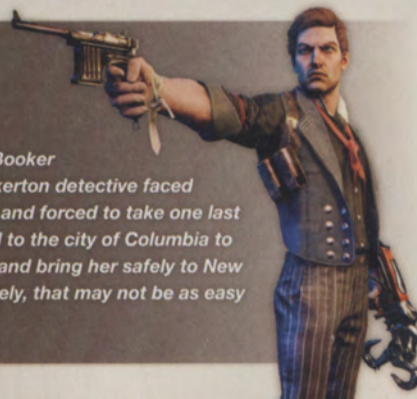
As Booker awakes from his dream he finds himself staring at angelic statues of George Washington, Thomas Jefferson, and Benjamin Franklin. These American "Founding Fathers" are core to Columbia's religion. As Comstock tells it, the Angel Columbia gave the Founding Fathers three gifts to aid in the creation of America. They were the Sword, the Scroll, and the Key.

Drew Holmes
Lead Writer



Booker DeWitt

You take the role of Booker DeWitt, a former Pinkerton detective faced with mounting debts and forced to take one last job... You must travel to the city of Columbia to find a young woman and bring her safely to New York City. Unfortunately, that may not be as easy as it sounds...



FATHER COMSTOCK'S GIFT OF PROPHECY



The first Kinetoscope is located inside Hudson's Fine Clothing shop, at the left end of the counter. The clothing shop is docked at the cul de sac, to the right of the statue where folks are having a picnic.



Continue up the path, past the horse and cart, to the drawbridge in time to see the parade floats and learn a little history about the founding of Columbia, a place where people can be free from "the Sodom below." Follow the others up the road to the on-your-honor Grocery and the sign announcing the fair and raffle today. Inspect the flower shop up the stairs to the left for additional coins, then proceed toward the sounds of the barbershop quartet, that dock on a floating stage. Soon, a distant chorus of bells and applause replaces the sound of their singing. Proceed along the path to spot the Angel Columbia monument. A young boy arrives to give you a telegram from someone named Lutece: you're not to alert Comstock to your presence, nor should you pick #77.



The boy's telegram indicates someone knows you've arrived, but who?

BEWARE THE FALSE SHEPHERD!



This Kinetoscope is positioned near the large poster outside the grocery. Watch the short film to learn who the False Shepherd is and how the Lamb, the Miracle Child, can be protected from him.



Voxophone

EVERYMAN, ALL AT ONCE

AUTHOR: Zachary Hale Comstock

DATE: March the 29th, 1911

LOCATION: Parade Crossing

One man goes into the waters of baptism. A different man comes out, born again. But who is that man who lies submerged? Perhaps that swimmer is both sinner and saint, until he is revealed unto the eyes of man.



GO TO MONUMENT ISLAND

TELESCOPE



Find the first of 12 interactive Telescopes located on this road, off to the left. It's free to use and grants the viewer a tremendous close-up of Monument Tower.



Take a moment to look through the **Telescope** on the left after receiving the telegram, then proceed along the road to the gate up ahead. The policeman there explains that the road is closed for the night's fireworks show. It's for your safety, so you'll have to find another way around. That way is through the Fairgrounds. Ascend the stairs to the sounds of the carnival barkers.



THE FAIRGROUNDS

The Columbia Raffle & Fair is taking place today, July 6th, to celebrate Columbia's Independence Day. And nobody has pumped more money into this year's fair than Fink Manufacturing, creator of the drinkable, powerful Vigors. Stand in slack-jawed amazement as the Vigor barkers and their assistants demonstrate the power of Vigors, then step up to the "Cast Out the Devil" carnival game to give the Bucking Bronco Vigor a try! This game and several others in the fair give you a chance to try out some cutting-edge technology, win some money, and have a little fun for no cost at all. The Fairgrounds are roughly circular in shape, so take a moment to explore the area and try each of the three games, as well as the Voxophone recording demo. There's also a Veni! Vidi! Vigor! vending machine selling the Bucking Bronco Vigor for the lofty price of \$375.

THE ENVY OF ALL HIS PEERS

Find this particular Kinetoscope opposite the Vigor demonstration at the top of the stairs, near the entrance to the festival. Don't be so distracted by those feats of wonderment that you miss the Kinetoscope on the right.



After you finish trying out the carnival games (covered on the next page), make your way to the ticket vending machine near the gate by the Handyman exhibit. The talking machine informs you that the raffle is all sold out, and entrance is reserved for dignitaries and VIPs only. Lucky for you, there's a free sample of the Possession Vigor just steps away! Take the bottle of **Possession** from the lady on the left to gain the ability to turn machines into allies! Put it to use on the ticket vendor machine, and watch as it mistakes you for the esteemed Assemblyman Buford and opens the gate on your behalf.



Use the free sample of Possession to trick the vending machine controlling the gate.

CARNIVAL GAMES

CAST OUT THE DEVIL

PRIZE: Silver Eagle Purse



Wait for the woman and child to slide out of the way to avoid hitting them with the Vigor.

It's up to you to use Bucking Bronco to knock the devil out of hiding without hitting the woman and child. Watch for movement behind the pieces of furniture, wait for the cardboard woman and child figure to slide out of the way, and press the Fire Vigor

button to release Bucking Bronco. The devil changes his hiding place each time, but he's never hard to spot. Hit him three times to win the prize! Just don't think that you get to keep Bucking Bronco—this special formula was created specifically for the fair, and its effects wear off immediately. Sorry, pard'ner!

BRING DOWN THE SKY-LINE VOX

1ST PRIZE: Silver Eagle Purse

2ND PRIZE: Coins

3RD PRIZE: Cigarettes



Fire as fast as you can to hit the Vox before they escape!

Walk on up to the counter and grab the air shotgun to start playing. You have 40 seconds to shoot as many of the Vox Populi off the Sky-Lines as you can. The Vox rebels slide across the target area from either direction and on

each of three different Sky-Lines. Use the air shotgun to blast them as quickly as you can to win the top prize! Booker automatically pumps the weapon to load it after each shot, so you needn't worry about reloading (in fact, pressing the Reload button causes you to exit the game prematurely). The air shotgun is accurate enough from this range to be used without sighting down the barrel, so just shoot from the hip and trust the weapon's spread to compensate for any error in your aim.

HUNT DOWN THE VOX

1ST PRIZE: Silver Eagle Purse

2ND PRIZE: Coins

3RD PRIZE: Cigarettes



At this range, the air rifle is quite accurate before you even aim down the Iron Sights.

This game uses an air rifle to shoot targets that pop up into view from three positions. Each target is worth one point, so it doesn't matter which one you hit. A fourth target, the infamous Daisy Fitzroy, appears once and slides

across the rear of the target area. Shoot her to gain bonus points! The air rifle fires as fast as you can pull the trigger and is deadly accurate. It's certainly advantageous to aim down the sights by holding the Aim button before you pull the trigger, but this slows you down and narrows your field of view. Practice firing from the hip without aiming down the barrel when targeting enemies at this distance. Just aim the gun and wait for the reticle to turn red.

PATH OF THE SCROLL

Raid the provisions barrels for extra supplies, and continue along the path, past the policeman showing off his new Sky-Hook weapon, to the statue that is phased from male to female on the right. The plaque says that R. Lutece "Gave Columbia Her Wings," but more importantly, there's a **Voxophone** on the bench for you to pick up. Proceed toward the sounds of the singing crowd in the distance.



Voxophone

FOR I AM LONELY, TOO

AUTHOR: Constance Field

DATE: August the 1st, 1902

LOCATION: Path of the Scroll

Madame Lutece—I have read all of your books on the sciences. Mama says, "it's not a fit occupation for a lady," but I think she's jealous of our cleverness. Is it true that only you are allowed to visit the girl in the tower? If the Lamb is lonely too, I should like to meet her, as we would have much in common. —Warmest regards, Constance



RAFFLE SQUARE

Follow the path around the lower level of Raffle Square, along the scenic walk to the police barricade. The road leading to Monument Island is closed, so Booker has no choice but to cut through the park. Head up the stairs near the fountain and continue down the other side toward the stage in the distance.

The raffle is about to begin, and whether you like it or not, the woman with the raffle numbers is waving you toward her. Talk to the woman to get your raffle number (#77) and watch as the announcer draws that very number out of the bowl. So much for heeding the advice of the telegram: you win!

As the winner, you're given the honor of making the first throw. The target: a shackled couple brought on stage to jeers and a mocking rendition of "Here Comes the Bride." Guilty of wanting to marry outside their race, they've been brought to the fair to serve as an example to the rest of Columbia. Their so-called crime is punishable by death, and death comes at an agonizing pace when the weapon is a barrage of thrown baseballs. And so it goes in 1912 Columbia, a city governed by a narrow-minded class of elites.

You're presented with a choice of throwing the ball at the couple or at the announcer, or doing nothing. This choice bears only slight significance that becomes clear in the next chapter. The immediate outcome is the same: one of the nearby policemen spots the brand on Booker's right hand. Booker uses some quick thinking to turn the tables on the cops who snag him. Once armed with the **Sky-Hook**, quickly press the Melee button to strike the cop as he approaches.



Approach the lady with the basket of baseballs to get your raffle number.



Booker's quick thinking relieves this cop of his Sky-Hook, a multi-purpose weapon that then becomes permanently attached to Booker's left hand for the rest of the game.

Racism in Columbia

America's founding was the sign of a new order: Democracy triumphing over the will of a single ruler. But for all the enlightenment ideals it represented, there was the darker side most representative in its rampant slavery and ruthless oppression of minorities.

Comstock and his followers view themselves as the elite ruling class, and the minorities as nothing better than animals who can be "trained" to act civilized. It is through this oppression and demonization of minorities that the Vox Populi movement begins to take shape.

Drew Holmes
Lead Writer



DEFEND YOURSELF

The crowd vanishes at the first drop of blood, and the gate leading back the way you came is bolted shut. You're going to have to fight your way out of Raffle Square! Use the Sky-Hook to hit the two cops who come running at you, then search their bodies before heading up the stairs. The impressive bridge and island that you see dead ahead floats away as you approach. You'll have to loop around past the police blockade you saw earlier!

Hold the Melee button to perform an execution-style attack with the Sky-Hook once you've seen a skull icon appear over the enemy's head. This bloody assault isn't for the faint of heart, but it is effective! Although you can execute these coffee-and-donuts patrolmen when they're at full health, you'll need to soften up tougher enemies quite a bit before they'll be susceptible to a Sky-Hook execution.



Tap the Melee button for a quick strike, or hold it to perform an execution whenever a skull icon appears over the enemy's head.

Continue to assault the cops who approach near the fireworks display with melee attacks and take cover near the kiosk in the center, to stay close to the Health Kit if you need it. One of the cops who attacks in the area behind the stage drops a **Pistol**, making up for the one you lost during the rocket trip. Booker automatically equips the Pistol in his right hand once it is obtained.

Descend the steps to collect the **Voxophone** and the money from the Silver Eagle Bag near the vending machine. Purchase the **Possession Aid** upgrade from the vending machine for \$50. This upgrade allows you to use the Possession ability to turn humans into allies who commit suicide when the effect expires. Shoot the fireworks barrel in the corner at the base of the ramp if any additional police approach.



Possession Aid makes it possible to use Possession on humans as well as automatons!



Voxophone

SOLUTION TO YOUR PROBLEMS

AUTHOR: Jeremiah Fink

DATE: September the 16th, 1893

LOCATION: Raffle Square

I told you, Comstock—you sell 'em paradise, and the customers expect cherubs for every chore! No menials in God's kingdom! Well, I've a man in Georgia who'll lease us as many Negro convicts as you can board! Why, you can say they're simple souls, in penance for rising above their station. Whatever eases your conscience, I suppose.



Ascend the ramp to the delivery barge and quickly Possess the Gun Automaton at the far end of the barge. Fire off a few rounds at the cops on the Sky-Lines above, then advance to the end of the barge to draw the cops into the turret's line of fire. Jump down (mind the gap!) and use advance and retreat tactics to pull the enemies back toward the Gun Automaton. Just be careful not to stay in this spot too long, because when the effects of Possession wear off on Automaton's they do not suicide like human victims, instead they revert to attacking you!

There's a second Gun Automaton located on a ledge near the flowering bushes on the right. Head up the stairs on the right to avoid detection, and use Possession on it as soon as you can. You can safely target it from the area near the fountain that is directly above the vending machine. Sometimes it's worth using Possession on a Gun Automaton not only for the help in defeating enemies, but as a way of saving you from having to spend ammo destroying it.

Vigors are powered by an electrochemical reaction that takes place in the body upon drinking. Once he's ingested a Vigor, that ability becomes part of Booker's DNA, and he'll never need to drink that Vigor again. Nevertheless, Vigors can only be employed if he has enough Salt in his system. Be on the lookout for Salt Phials or for bottles of Vigors you have already consumed to keep the Salt Meter full. Of course, you can always purchase additional Salt Phials from a vending machine, if necessary.

Booker can only use Possession on one human enemy at a time, but the length of the effect varies between enemy types. Human foes react to Possession differently. The effect wears off over time (its effect fades much faster on tougher enemies), but human enemies kill themselves as the effect fades. This makes it possible to eliminate a couple of foes by simply casting Possession at each one of them. As the effect shifts from one adversary to the other, the enemy no longer under the Vigor's trance will kill himself with his weapon. This is especially helpful when you're low on ammo, provided you have enough Salt to employ this expensive Vigor.



Never hesitate to take possession of a Gun Automaton or other machine.



The green glow lets you know the Gun Automaton is still under the effects of Possession.

TAKE THE FIREMAN'S VIGOR

SHADY LANE

Gather up the ammo from the gun lockers in the park and continue past the police barricade to Shady Lane. Raid the grocery store on the left for food and do a thorough sweep of the area (and backtrack, if necessary) to replenish any lost health and Salt before approaching the gate at the end of the road.

Fireman

SHADY LANE FIREMAN'S VITALS

Health	Ranged Damage	Melee Damage	Special Damage	Special Attack
1430	240	300	360	Explosion

Beyond the Shady Lane gate stands an enemy of far greater threat than you've encountered thus far. The Fireman, clad in armor and rippling in flame, is capable of hurling small grenade-like firebombs at you from afar. These volatile firebombs explode with great force and shower everything nearby in flame. The Fireman is also quite capable at close-range combat and can strike with fire and fury should Booker dare to step within his range.



The very first thing to do upon spotting the Fireman is to cast Possession at him. There aren't any other enemies in the area, but this at least gets the Fireman to briefly stop attacking Booker. Unlike the feeble security force nearby, the Fireman does not commit suicide when Possession wears off.

Stick close to the entrance and pepper the Fireman in the head with gunfire. Continue to shoot as fast as you can while he's Possessed. He'll charge toward Booker in an effort to stand by his side; run from him as soon as he does. Cast Possession a second time if you have enough Salt (there's a Salt Pail on the left); otherwise, continue shooting while backpedaling away. Use the carts for cover and sprint away from any firebombs that he lobbs your way. Continue to shoot at him while listening for the angry scream he unleashes right before initiating his self-destruct attack. The Fireman glows bright orange before charging toward Booker's position in an attempt to detonate against him. Give him a wide berth to avoid getting caught in the blast zone.



Pick up the **Devil's Kiss** Vigor that the Fireman drops upon death, and watch as Booker gains the ability to hurl those very same fireballs that the Fireman was using. Tap the Switch Vigor button to alternate between Possession and Devil's Kiss, and note how the graduation on the Salt Meter changes. Devil's Kiss consumes less Salt than Possession and can be cast more times between refills!

Ascend the stairs engulfed in flames on the right to slip behind the white gazebo to get the drop on another Gun Automaton. Take Possession of it, then approach the edge to draw the cops out of hiding from behind the barricade. Switch to Devil's Kiss and lob a fireball at the fuel slicks on the ground. Target the red, white, and blue fireworks barrels with your Pistol if you run out of Salt and want to get the most bang out of your bullets!



Aim Devil's Kiss at the oil slicks on the ground to snare enemies in a pool of fire.

The path to Monument Island is out, it hasn't docked with Shady Lane and probably won't, given the flaming condition of the area. You'll have to continue through the restaurant instead. Push open the doors of The Blue Ribbon Restaurant and head inside.

COMSTOCK CENTER ROOFTOPS

FIRST ENCOUNTERS

Founder (Baton)
Founder (Pistol)

Founder (Machine Gun)
Zealot of the Lady

NEW VIGORS



Murder of Crows

NEW WEAPONRY



Triple R Machine Gun

COLLECTIBLES



Infusions

3



Voxophones

6



Kinectoscopes

4



Telescopes

1

GO TO MONUMENT ISLAND

THE BLUE RIBBON RESTAURANT

The restaurant isn't empty, but there aren't any hostiles in the immediate area, either: only the odd couple who asked you to flip the coin earlier. The man is busy scrubbing the bar, while the lady offers you an aperitif, a **Shield**. Take the bottle from her tray and bask in the comfort of knowing that you now have an electromagnetic force-field that can absorb incoming attacks and help to keep you safe from harm. Take cover and wait for the Shield to recharge whenever the yellow Shield Meter depletes and you see it "shatter" on the screen.

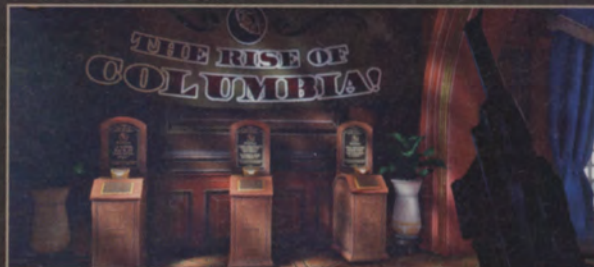


Approach the lady near the kitchen to obtain the Shield Upgrade.

A LOOK BACK AT OPENING DAY THE PROPHET STANDS UP TO FOES: WITHIN AND WITHOUT! WE SECEDE FROM THE SO-CALLED "UNION"



Enter The Blue Ribbon Restaurant and turn left to head down the hall. There, under a banner announcing "The Rise of Columbia," you see three Kinectoscopes. Take a moment to watch each of the three short films. This particular group of three Kinectoscopes is also found elsewhere in Columbia, so temper your excitement when you see other groups of three Kinectoscopes, as it will be these same three.

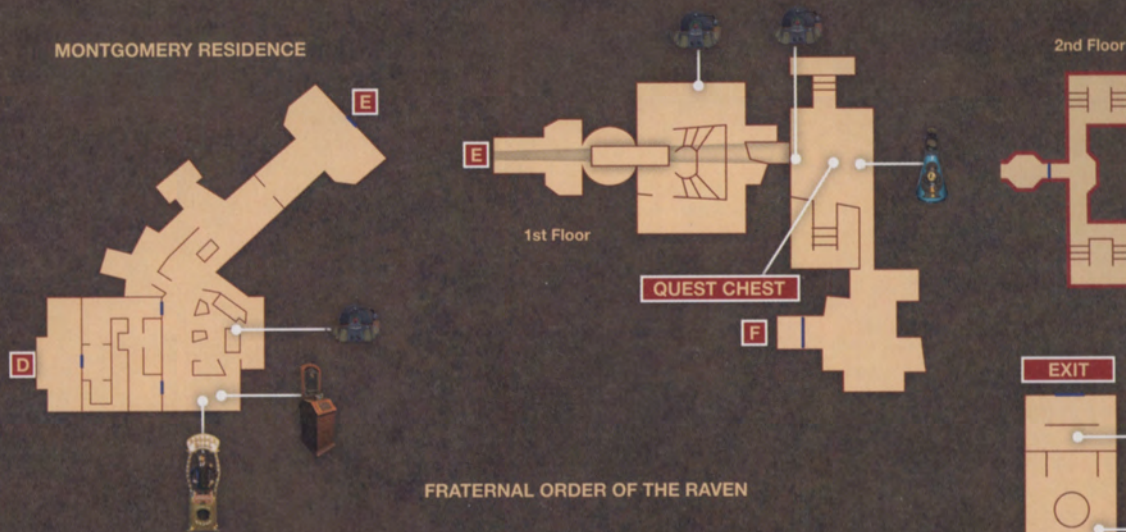


Collect the **Voxophone** on your way through the kitchen to the doors leading outside. There's a wealth of food and alcohol scattered about the kitchen, but take it easy on the latter. Though they do serve to replenish your health, alcoholic beverages drain your Salt and may leave you in the uncomfortable position of being unable to cast any Vigors when you need them most!

LANDSDOWNE RESIDENCE



MONTGOMERY RESIDENCE



FRATERNAL ORDER OF THE RAVEN





Voxophone

HALF A JEW

AUTHOR: Ed Gaines

DATE: March the 1st, 1912

LOCATION: The Blue Ribbon Restaurant

Father Comstock called on me today to write his biography. Me! The man pays for exactly 100 pages, in advance. Now, I'm half a Jew when I smell silver, so I say, I say: "Father, your flock would pay for a thousand, you know. Why settle for less?" And then, the Prophet looks to me and says, "One hundred will suffice, as I know how it ends."



THE FREIGHT HOOKS

It's time to put the Sky-Hook to work in a less violent manner! Look toward the freight hook on the adjacent building and press the Jump button when it glows green, signaling that it's in range. The Sky-Hook's magnetic properties help propel Booker through the air from one freight hook to another. Make your way to the fourth freight hook, then target the enemy on the nearby rooftop. Line up the targeting reticle with your adversary and press the Jump button to perform a Sky-Line Strike. This type of attack is positively lethal against all but the strongest of foes and can successfully knock most opponents off buildings.

Pick up the **Machine Gun** near the crates and descend the stairs. A Founder with a Machine Gun patrols the area near the distant stairs and quickly spots Booker just as a police barge floats in from the left. Use Possession on the Founder just as the barge deploys its reinforcements. Head up the stairs on the right and slip into the small room where the generator is while the enthralled Founder deals with the Gun Automaton aboard the barge. Grab the Salt Phial near the door inside, and take Possession of the Gun Automaton on the barge. Open fire on it to destroy it before heading around the corner, else you could find yourself caught in crossfire between two Gun Automaton.



The green glow is your cue that Booker is within reach of the freight hook or enemy.



Use the maintenance building for cover when sneaking within range of possessing the Gun Automaton.

Round the corner and quickly head up the steps to the left as a fresh batch of Founders approaches from the right. Hit them with Devil's Kiss and open fire with your Machine Gun before continuing around the corner to the right, toward the roof overlooking the building with the large skylights. Search the multitude of lockboxes and gather the few Salt Phials you find. Quickly use Possession on the Gun Automaton that is on the barge near the skylights below, and let it aid you in clearing the roof. Shoot out the glass skylights and jump down to the bedroom below to enter the Lansdowne Residence.

Search the Lansdowne Residence for supplies and Silver Eagles. Descend the stairs inside the house to the lower bedroom and locate the **Voxophone** on the bookshelf, which reveals the history behind the strange chest on the floor to the right. You can't unlock this chest yet, but trying to yields an optional quest objective. The key to this chest is discussed later in this walkthrough.



The chest is locked, but trying to open it nets you an optional quest objective.



Voxophone

OTIS'S NIMBLE FINGERS

AUTHOR: Byron Cotswold

DATE: June the 23rd, 1912

LOCATION: Lansdowne Residence

Otis works up at the lodge part-time. He took this box from one of their secret ceremonies, and I know for sure there is something dear inside. Problem is, Otis is more fool than not. He didn't bother to also secure a key from the feathered brothers to open the damn thing.



Exit the house via the upstairs balcony and leap to the freight hook on the adjacent building. From there, target the patio outside the large building nearby and open the doors to enter the Montgomery Residence.

This building is home to the city's underground abolitionist movement, the Columbia Friends of the Negro Society, a group of people who no doubt did *not* participate in today's raffle. Make your way past the printing presses and down the hall on the right to the library. Exit through the doors on the left.

The replaying messages you've undoubtedly heard via the city's public address system have put the police on alert, and Constitution Square is crawling with cops. You've got a fight brewing, but there's a vending machine straight outside Montgomery Residence, to the right of the stage, that sells Health Kits and Salt if you need it. Don't miss the **Voxophone** on the stage.



Not everyone is a foe; there's no reason to shoot this couple.



Voxophone

A NEW HUNT

AUTHOR: Preston E. Downs

DATE: June the 29th, 1912

LOCATION: Comstock Center Rooftops

Comstock came by the wagon at dawn. Man was just... he was just transfixed by my trophy scalps. Asked about the white ones, there. I said, "Well, sir—if your quarry dwells in the jungle, and beds down with the local color, why split hairs?" [Laughs] Not a chuckle out of him. Either he ain't seen a man go native, or maybe... maybe too many. Anyhow, now he's got me huntin' down this "Daisy Fitzroy." Hope he don't expect me to stuff and mount her.



Take cover behind the planter and cast Possession on the Gun Automaton far in the distance. It is located on the walkway, just beyond the grassy area. This helps draw a lot of the attention away from you, making it easier to pick off the Founders one by one. Hang back until you see the Fireman, and then move into cover near the pile of crates to finish him off. Look for a chance to detonate a barrel of explosives near the Fireman, but refrain from spending Salt on Devil's Kiss attacks aimed at the Fireman. Fire-based attacks aren't effective against him; you're better off opening fire with the Machine Gun. Another option is to cast Possession on him and shoot him while he's under the effects of the Vigor. Detonate the fireworks barrel to the right of the Gun Automaton to safely destroy it once the effects of Possession wear off.



Fight your way to the crates on the left, then turn and use Possession on the Gun Automaton that is stationed on the walkway beyond the tents.



Make sure you've completely destroyed the Gun Automaton, or your one-time ally may turn against you.

FRATERNAL ORDER OF THE RAVEN

The quiet halls of the Fraternal Order of the Raven provide a brief respite from the activity on the streets, but news of your arrival has spread here, as well. Enter the lounge to the left of the John Wilkes Booth statue, and open fire on the men inside as soon as they get to their feet. Watch out for one who may attack from the dining room on the other side of the hall. Take a moment to collect the **Voxophone** from atop the bar, then enter the dining hall on the opposite side of the foyer. There aren't many enemies here, but the squawking of the crows and "Order of the Raven" banner suggest the Founders' Lodge may attract a different clientele than expected.

Head up the stairs and through the double doors to the balcony overlooking the meeting hall. The leader of the Order of Black Raven has his audience in rapt attention, making them quite susceptible to a surprise Devil's Kiss attack. Hurl a pair of fireballs at the crowd downstairs, then fall back and wait for the survivors to charge up the stairs. Keep the action in front of you, and cut each of the attackers down with your Machine Gun as they charge forward. Some of the Black Raven Members attack with a Machine Gun or Pistol, but most simply charge Booker's position in hopes of landing a melee attack. On the left-hand side of the balcony, collect a small Salt Phial and Health Kit.



Hurl your fireballs down at the attendees, then draw the Machine Gun and wait for them to run up the stairs.

DANGER ON ALL SIDES

Exit the Montgomery Residence near the Wild West show and tend to the Founders and Gun Automaton in the area. Once done, head up the stairs near the Dollar Bill vending machine and around the corner to find this Kinetoscope.



Voxophone

THE GIFT OF THE EMANCIPATOR

AUTHOR: Zachary Hale Comstock

DATE: April the 14th, 1905

LOCATION: The Fraternal Order of the Raven

And when the Angel Columbia gave unto the Founders the tools to build the new Eden, they did so without hesitation. For 85 years, they prepared the way of the Lord. But when the Great Apostate came, he brought war with him, and the fields of Eden were soaked with the blood of brothers. The only emancipation he had to offer was death.



Villains and Heroes

The statue of John Wilkes Booth is an image that represents Comstock's religious philosophy. In his view, America was an "Eden on Earth" ordained by God. The Constitution was a sacred religious document not to be altered. When President Lincoln issued the Emancipation Proclamation, Comstock argued it was an affront to God. Lincoln (whom the Founders refer to as "The Great Apostate") was therein viewed as a demon in the eyes of Comstock, and his assassin someone to be revered.

When creating complex and interesting villains, it's important to try to view them as human beings with real motivation and goals. Comstock isn't just the mustaches twirling bad guy—his actions are motivated by his background and his view on the world. Yes, they are warped and twisted (but in his mind his actions are justified).

Few people view themselves as evil.

Drew Holmes
Lead Writer



Descend the stairs and raid the lockboxes left behind by your victims, and locate the **Voxophone** on the pew. The leader of the Order fled down the hall to the right, but there is an **Infusion** atop the altar that you shouldn't hesitate to grab. Infusions allow you to gain a small increase to your Maximum Health, Shield capacity, or Salts capacity. The key atop the table might also be of interest to you, because it unlocks the chest found in Lansdowne Residence.



Voxophone

THE LIE OF THE EMANCIPATOR

AUTHOR: Zachary Hale Comstock

DATE: April the 14th, 1905

LOCATION: The Fraternal Order of the Raven

What exactly was the Great Emancipator emancipating the Negro from? From his daily bread. From the nobility of honest work. From wealthy patrons who sponsored them from cradle to grave. From clothing and shelter. And what have they done with their freedom? Why, go to Finkton, and you shall find out. No animal is born free, except the white man. And it is our burden to care for the rest of creation.



THE ORDER OF RAVEN'S CHEST

Descend the stairs in the Founder's Lodge and approach the altar to find a key next to the Infusion. This key opens a chest located in the downstairs bedroom of Lansdowne Residence. Exit the Fraternal Order of the Raven the way you came and cut back through the Montgomery House, where the poster printing was taking place. Use the Sky-Hook to leap back across to the house with the skylights on the roof. Make your way through the house to locate the chest in the bedroom downstairs, then open it to find another Infusion.



Exit the meeting hall through the doors at the end of the corridor on the right. This leads to the vacant library where several desks sit abandoned, their contents long since picked over. Enter the elevator in the library and push the button to ride it to the upper level, where a projector plays a silent film to an invisible audience.

Locate the bookcase against the wall in the room with the projector and shove it aside (pushing only from the right) to uncover a hidden room. This secret storage room contains a new piece of Gear that grants Booker unique abilities when he wears it. The Gear that you find throughout Columbia is partially random. It is effectively divided up into various pools that become available as you progress through the story. The more powerful you are, the greater your odds of getting a more valuable piece of Gear. Booker can wear up to four pieces of Gear at any one time. However, only one piece from each of the following categories can be worn: Hats, Shirts, Boots, and Pants.

There's a Voxophone in the room to the left, across from the hidden gear room.



Voxophone

SYMBOLS OF OUR LADY

AUTHOR: First Zealot

DATE: January the 6th, 1912

LOCATION: The Fraternal Order of the Raven

Sweet mother of Columbia, why do we worship three symbols in your memory? We worship the sword, so that we might avenge you. We worship the raven, so that we might cover the city with eyes. We worship the coffin, because it symbolizes the weight of our failure.



Be sure to locate the Gear behind the bookshelf before you head up the stairs!

Go up the stairs and continue through the doors to the sounds, and sights, of torture. The man behind the vicious act you witness is the Zealot of the Lady, a commander of crows and leader of the Order of the Black Raven. He and his followers have transformed the roof into an aviary, and it is here where you will face him.

Zealot of the Lady

FRATERNAL ORDER OF THE RAVEN: ZEALOT'S VITALS

Health	Ranged Damage	Melee Damage	Special Damage	Special Attack
2356	N/A	532	N/A	N/A



Reload your Machine Gun and get ready for an attack, as the peaceful stroll through the aviary is about to be rudely interrupted. The crows you hear in the distance are drawing closer; they're on the upper walkway to the right and about to descend. Collect the Salts Phial on the left if you need it and switch to Devil's Kiss. Step out onto the grass in the center of the aviary while holding the Vigor button, and release it at the ground to set a trap. Walk away from it and set another where Booker stands.

The flock (a murder in zoological terms) bands together and creates the Zealot of the Lady, a dangerous entity capable of unleashing numerous flesh-eating crows on his target. With any luck, he materializes right near your trap. Open fire on the Zealot with the Machine Gun while he burns, and wait for the crows to appear and take off toward you. Back away from the second Devil's Kiss trap you set, and bait him into it. The crows gather into the Zealot, just in time to fall victim to the second trap.

The Zealot of the Lady has far more health than a standard Founder, but not enough to withstand multiple Devil's Kiss traps. There is an additional Salts Phial in the area, but if you are out of Salt and forced to confront the Zealot of the Lady without your Vigors, back away immediately and strafe behind cover. The key is to avoid his crows, so he can't emerge right on top of you. The crows home in on your position and gather up, and the Zealot of the Lady then descends on you in an instant, unleashing a painful melee attack.



Quickly pick up the **Murder of Crows** Vigor after defeating him—you can hold the Vigor Select button down to bring up the Vigor Radial—and lay a pair of Murder of Crows traps down. Place one on either side of the statue in the center of the aviary to catch the Founders about to descend the stairs. Murder of Crows does an excellent job of debilitating enemies, making them more vulnerable to weapon fire. Finish them off with the Machine Gun or Devil's Kiss, and head up the stairs to find another piece of **Gear**. This particular piece of Gear is one of five that isn't random. You will always acquire the Burning Halo hat, which adds a 70% chance to add a blast of fire to your melee attacks!



Murder of Crows traps are excellent for neutralizing and weakening multiple enemies at once.

GO TO THE GONDOLA STATION

Once outside, use the freight hooks to leap across to the second house, where the open doors are, and head inside. Several cops are interviewing the man and woman of the household here, so watch your aim. The crosshairs turn green to denote an innocent target: only shoot an innocent if you wish to draw additional law enforcement to the scene. There aren't any collectibles in this house, but you may find some Silver Eagles.



This house doesn't contain anything valuable, but you can search it all the same.

Continue across the rooftops via the freight hooks and leap to strike the enemy on the Gondola Station with a melee attack. Fight your way up the stairs, and head inside the Gondola Station entrance.

TELESCOPE

This easily overlooked Telescope is on the bow of the Founder barge to the left of the rooftops. Leap to it from the freight hook on the building before the one with the large patio.



MONUMENT ISLAND GATEWAY FIND A GONDOLA

UNCANNY MYSTERY IN COLUMBIA...

This Kinetoscope is located on the right-hand side of the Gondola Station, directly across from the two vending machines. Inspect it before entering the lobby so you don't miss it.



Several police and Machine Gun units, as well as a Gun Automaton, heavily guard this station. Before you rush in to combat, use the vending machines on the left to replenish spent ammo, and to refill your Health and Salt Meters. The Veni! Vidi! Vigor! vending machine carries upgrades for Murder of Crows and Devil's Kiss, but it is highly unlikely that you'll have enough money to buy either of them.

Enter the main lobby on the right and use Possession on the Gun Automaton across the room. Switch to Murder of Crows, and cast it whenever two or more enemies approach simultaneously. Hang back behind the columns for cover so you can quickly retreat to the vending machines if you need more ammo or Salt.

The enemies here destroy the turret, but you shouldn't have much trouble fending them off with your newfound ability and Machine Gun. Gradually fight your way past the columns to the police barricade on the other side of the room; these provide excellent cover against any remaining foes. There are Salt Phials to find throughout the lobby, but you can make quick work of the Founders with your Sky-Hook melee strike, especially now that you have Burning Halo equipped!

Search the ticketing offices on the left and right and raid the many desks and cabinets for food, money, and ammo. Exit the station through the rear door and step out onto the balcony near the Sky-Lines.

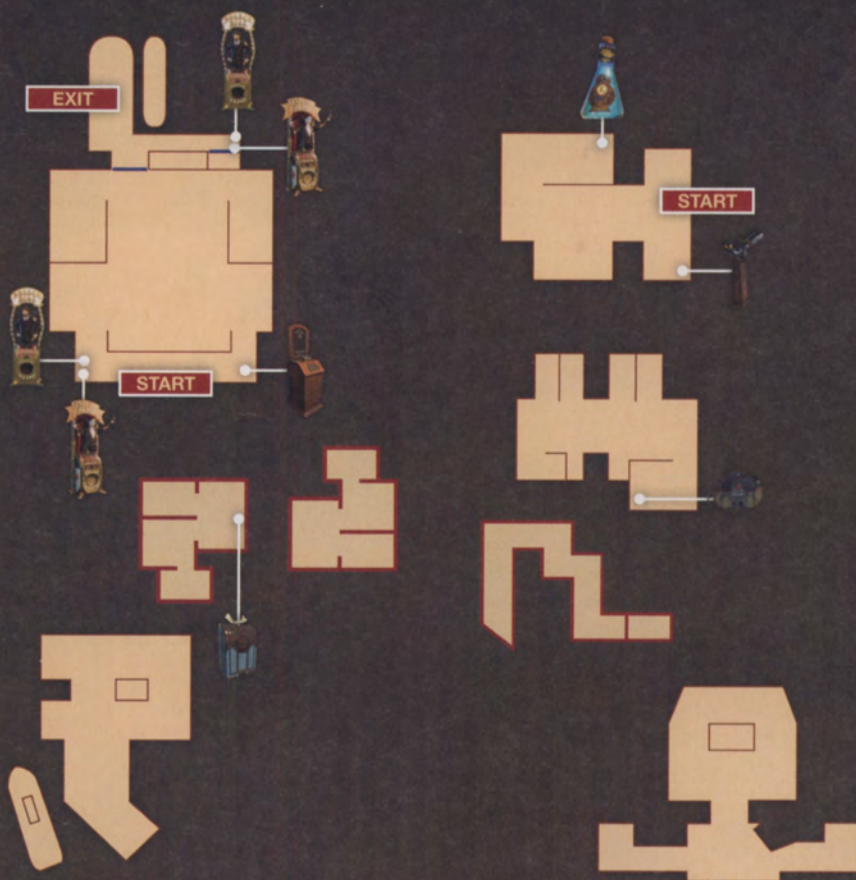


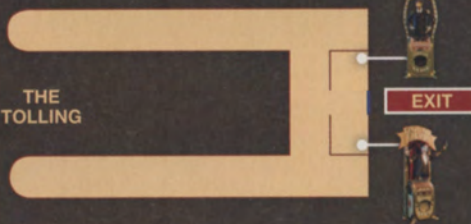
Founder Police are no match for a Gun Automaton that has been possessed and Murder of Crows.



Don't hesitate to hit the baton-wielding Founders with melee attacks to save ammo and light them on fire.

MONUMENT ISLAND GATEWAY



THE
TOLLING

COLLECTIBLES



Infusions

1



Voxophones

1



Kinectoscopes

1



Telescopes

1

USE THE SKY-LINES



Leaping on and off Sky-Lines soon becomes a valuable skill, so it is a good idea to start practicing now.

The gondola is out of service, so you're going to have to use the Sky-Lines to reach Monument Island. The Sky-Hook you've been using to attach to freight hooks is also capable of sliding along Sky-Lines, provided there isn't any cargo blocking the path. Human traffic on Sky-Lines stays to the left so that you can use the gun in Booker's right hand to fire on enemies as they pass by. Think of it as jousting, Columbia style! Press the Melee button to switch directions, and use the Movement Controls to control the speed of your slide: press up to increase your speed or down to go slower.

Leap onto the Sky-Line and pull down on the movement controls to keep from traveling too quickly. Watch for the lone Founder on the first tower you slide past, and leap to him for a Sky-Line Strike. Kill his companion to the left and enter the small tower to find an **Infusion** on the desk and a **Telescope** outside. Leap back to the Sky-Line, making sure to continue in a left-ward direction as viewed while exiting the tower.

TELESCOPE

Sky-Line Strike the lone worker on the balcony, then inspect the Telescope in the corner before you grab the Infusion inside. Always leap off Sky-Lines to explore any platform you see for collectibles.



Target the lone soldier outside this maintenance building, then go inside to find an Infusion.

Continue along the rails to the upper tower, leap off and kill the Founder, and grab the **Voxophone** from the control room on the right. Pull the lever on the Sky-Line control terminal to move the freight out of the way, then leap back onto the rail and continue to the police barge in the distance.

Sky-Line Strike the lone Founder on the barge, then take out the three Founders near the stairs. Booker needs to reach the upper Sky-Line if he's to get to Monument Island. Face the large hotel where the enemies were, and leap to the freight hook above the balcony. Find the **Gear** behind the nightstand as you cut through the hotel and exit via the rear patio. Continue along the Sky-Line to the next building in the distance.



You can't slide along Sky-Lines that have freight on them. Pull the lever to move the freight out of the way.


Voxophone

ANOTHER ARK FOR ANOTHER TIME

AUTHOR: Zachary Hale Comstock

DATE: September the 9th, 1893

LOCATION: Gondola to Monument Island

"And the Lord saw the wickedness of man was great. And He repented He had made man on the Earth." Rain! Forty days and forty nights of the stuff. And He left not a thing that walked alive. You see, my friends, even God is entitled to a do-over. And what is Columbia if not another Ark, for another time?





The easiest way to make a pinpoint dismount is often with a Sky-Line Strike!

ASCEND THE BUILDING

THE TOLLING

Leap down off the Sky-Line near the large squad of kneeling policemen. Their Prophet has ordered them to stand down. They're harmless, and you can choose to simply leave them alone. They also make for easy targets and can be annihilated with a single Devil's Kiss, even though they do not drop loot. The same goes for the group of kneeling men inside the tower. Ride the elevator up and follow the signs for rooftop access to the Sky-Lines.



You'll gain no loot for slaughtering these defenseless Founders, so hold your fire.

BOARD THE ZEPPELIN

One of Comstock's zeppelins opens fire on the bell tower and destroys the upper Sky-Lines, leaving you no choice but to board his airship. Leap to the freight hook, then Sky-Line Strike the lone Founder on the wing. Raid the chests, then head inside, where several more enemies await your arrival. Open the door on the left to enter the cockpit. The room is empty save for a woman robed in white, praying to the painting of Father Comstock. Approach the control terminal and rig the steering.



Leap to the zeppelin, then fight your way inside to the controls!

Comstock appears before you on a small gondola, and instantly, your zeppelin is set ablaze. Run to the adjacent room, to the escape hatch in the floor, and leap to the Sky-Line below. This can take Booker where he needs to go.



WELCOME TO MONUMENT ISLAND

Your job was made a lot more difficult thanks to the raffle, but you've made it to Monument Island. The postcard says this is where you'll find the girl. You had better get searching.

Zachary Hale Comstock

Known as both Father Comstock and The Great Prophet, Zachary Hale Comstock is the leader of Columbia and the head of The Founders political faction. According to the city's religious doctrine, the Angel Columbia visited Comstock shortly after his victory at The Battle of Wounded Knee. There, she granted him a vision of the future mapping out the founding of the city and how to someday usher the world below into righteousness. Having repeatedly witnessed his gift of prophecy, Columbia's citizenry now trust him without question.



BRING US THE GIRL

MONUMENT TOWER FIND THE GIRL

Leap to the freight hook high above the locked gates and jump down to the other side to bypass the deterrent and enter the monument, a structure whose interior truth belies its inspiring façade. Push open the doors to enter what amounts to the scientists' locker room and collect the **Voxophone** on the left.

Make your way through the series of laboratory rooms, past the growth charts and crackling cables of electricity, and onward into the area deemed to be quarantined. Pull the levers under the Siphon Passive sign to witness the remnants of the girl's past, three critical symbols of her childhood years, and then continue on deeper into the empty silence.

Push your way through the airlock door on the left to find another **Voxophone** before you continue down the hall. The darkroom on the left contains numerous photos of the girl. Similarly, the theater on the right contains a film reel showing various clips of the girl learning to pick locks, decipher codes, paint, and dance. Interact with the projector to view the film. Collect the **Voxophone** near the chalkboard and proceed past the room containing the siphon apparatus, then ride the elevator up into the observation portion of the tower.



Don't miss the Infusion located beneath the chalkboard tracking the siphon's power ratings.

Voxophone

TIGER BY THE TAIL

AUTHOR: Ty Bradley

DATE: April the 8th, 1912

LOCATION: Monument Island

I guess even in a restricted area, these crackers need someone to clean the floors, hm? Hmph. Those politicians and scientists don't bother 'bout what they say 'round me, because I'm some half-lettered colored boy. But I can tell they scared out of their wits by that thing they got locked upstairs, yessir. They got a tiger by the tail, and they don't know whether to hang on... or run.

Voxophone

TO: R. THOMPSON RE: FUSES

AUTHOR: Ty Bradley

DATE: July the 3rd, 1912

LOCATION: Monument Island

Uh, Mr. Thompson, sir, I replaced the entire fuse bank as asked, and the lights were all in working order last... last night ... there they go again. We go through boxes of fuses every day as of late, just in the Siphon alone, I don't... Oh! Oh, Lord, something's happening! What— [Screams]

COLLECTIBLES



Infusions

1



Voxophones

4



Kinectoscopes

-



Telescopes

-

SPECIMEN OBSERVATION

Pull the lever near the shuttered window to reveal the girl's bedroom and study. She's not in either of these rooms right now, so you'll have to keep looking. Follow the green lights to the specimen tracker to learn that the girl is in the dressing room. Head through the door on the left and follow the wooden walkway to the next observation room. Pull the lever to get your first look at the girl through the one-way glass, then follow after her to the next observation room in time to see something truly special.

Ascend the wooden ramp to the observation window overlooking the library and collect the **Voxophone** from the chair. Proceed through the airlock to the exterior walkway and reenter the tower via the door atop the stairs.



A flying city is one thing, but that's unbelievable!



Voxophone

A REWARD DEFERRED

AUTHOR: Zachary Hale Comstock

DATE: July the 5th, 1912

LOCATION: Monument Island

It is one thing to imagine one's future. And another to see it. For I have seen the seeds of fire that will prepare the Sodom below for the coming of the Lord. But Elizabeth shall sow those seeds, not I. I will fall before the job is done... but she shall take up my mantle. The Lord is calling me home. I feel His love in every tumor, because they are the train which takes me to his station. And I go with joy, knowing that Elizabeth will take my earthly place. But the False Shepherd is coming to lead my Lamb astray. I will not board that train until she is safe from his deceptions.



Voxophone

THE SOURCE OF HER POWER

AUTHOR: Rosalind Lutece

DATE: September the 5th, 1909

LOCATION: Specimen Observation

What makes the girl different? I suspect it has less to do with what she is, and rather more with what she is not. A small part of her remains from where she came. It would seem the universe does not like its peas mixed with its porridge.



ESCAPE THE TOWER WITH ELIZABETH

Booker crashes through a weak platform and finds himself face to face with a wild-eyed and heavily frightened girl named Elizabeth. It's not until he shows her the key he was given on the rowboat that she realizes he might actually be helpful. Follow her through the heavy steel door and back through the observation corridor. Her guardian, a screeching beast whose goal is to ensure her captivity, is wreaking havoc on the monument. Continue running as best you can amidst the collapsing girders and ear-splitting noise, and follow Elizabeth to the elevator.



Elizabeth isn't used to guests dropping in unannounced.

The creature—Songbird—is nearly through the wall when the falling elevator blocks its advance. Drop down onto the wreckage, then head up the stairs to the top of the tower and exit through the door. Continue up the side of Monument Tower to the very top. Booker and Elizabeth are knocked from their perch, but Booker didn't come this far just to let her die. He catches her hand and manages to latch onto a Sky-Line below. He can't leap to the other Sky-Line because of the cargo and, with his right hand holding onto Elizabeth, he's unable to take control or fire any weapons. The two fall from the severed rails and crash-land in a faux ocean below.

Elizabeth

Imprisoned in Columbia since childhood, Elizabeth is a young woman whose only contact with the world has been the view from her tower and the books brought to her by her jailer, the massive creature known as Songbird. Finally freed by Booker DeWitt, she finds herself lost in the city and troubled by many questions. Who imprisoned her? Why? Where do her powers come from? And why is she at the center of the conflict that's tearing Columbia apart?



Songbird

Songbird is the creature that serves as Elizabeth's jailer, protector, and only companion. Once Booker frees Elizabeth, Songbird will do anything and everything to return Elizabeth to her prison. His origins are known only to Father Comstock and his most trusted colleagues.



Elizabeth and the Songbird

Elizabeth is the heart and soul of Bioshock Infinite, and as such, her expressiveness is integral to the narrative. When designing her, we exaggerated her features so the player could clearly read her emotions at any given moment. We looked at some of the female leads from Disney animated movies and drew inspiration from their designs.

When it came to the Songbird, we wanted a creature that stood in stark contrast to Elizabeth, something obviously not entirely human, but at the same time capable of forming a believable and complicated relationship with Elizabeth. The end result is a creature that is physically imposing, but at the same time can appear gentle, especially in the presence of Elizabeth.

Shawn Robertson
Animation Director



The Songbird has but one purpose: to protect the girl at all costs!



Booker's hands are tied. He's at the mercy of the Sky-Line now.

BATTLESHIP BAY



FIRST ENCOUNTERS

Founder (Shotgun)

NEW WEAPONRY



China Broom Shotgun

COLLECTIBLES



Infusions

1



Voxophones

5



Kinectoscopes

2



Telescopes

1

FIND ELIZABETH

Booker escapes his flashback by once again opening the door he can't seem to keep from being knocked upon. This time, however, he awakes to find Elizabeth staring down at him. The two crash-landed in a beachside resort, one of Columbia's greater engineering feats. Music lures her away while Booker struggles to shake the cobwebs from his mind.

Make your way up the beach while stopping to ask the sunbathers if they have seen the girl. Search the baskets for money and food as you proceed past the maintenance structure on the right. Note the **Voxophone** on the ground beneath the cart.

BATTLESHIP BAY

This Kinetoscope is on the small section of the Boardwalk separating the two beaches. It's around the corner to the right, against the other side of the wall where Booker spots the airship poster.



Make your way across the sand and onto the pier to find Elizabeth dancing to the music. It's a shame you have to interrupt her pleasure, especially with it being her first time outside Monument Island, but you must keep moving. And the First Lady Aerodrome might just be the ticket out of here.



With eyes that match the sky...



Voxophone

BORN IN THE RIVER

AUTHOR: Ed Gaines

DATE: March the 6th, 1912

LOCATION: Battleship Bay

The Prophet may know how his own biography's going to end—but I can scarcely fathom how I'm going to start it. Other than that the kid's stuff you get at the Hall of Heroes, anything prior to his baptism was, and here I quote, hang on, "left on the riverside." They'll call me a plagiarist, but I'm going to spend the first 30 pages regurgitating scripture.



Follow the sounds of the music out onto the pier to find Elizabeth.

TAKE ELIZABETH TO THE AIRSHIP

UPPER BOARDWALK

Make your way off the sand and through the turnstile to the Gift Shop. Head up the stairs to the upper level of the Boardwalk and make your way past the souvenir carts to the familiar couple you've encountered several times previously. They've snared Elizabeth's attention with a pair of cameos, and she wants your help choosing: bird or cage? This choice, unlike the one you made at the raffle, has only superficial significance: which pendant would you like dangling from Elizabeth's choker?



Choose the cameo you want Elizabeth to wear for the rest of the game.

Walk past the security checkpoint to the locked door at the end of the hall and watch as Elizabeth unveils her lock-picking skill. Elizabeth is a lock-picking expert, but she can't always work without the proper tools (though she can sometimes unlock doors with her hairpin). Keep your eyes peeled for lockpicks and try to keep at least five of them on hand at all times. Depending on the difficulty of the lock, she may require one, three, or five lockpicks in order to open it. Search the desks and filing cabinets in the office, and continue on through the small storage room beyond the door.



Elizabeth can open the most important doors with her hairpin, but you'll need lockpicks to access the optional areas that often contain collectibles.

THE ARCADE

Elizabeth is just the type of proactive companion who can really come in handy. Not only can she pick locks, but she'll periodically toss you money, food, Salts, and ammunition. Listen for her audible cues, and press the Reload button to catch what she has ready to throw you. An icon appears on the lower portion of the screen to let you know what she has on hand.



The couple from the raffle gives you a piece of Gear if you opted to throw the ball at the announcer.

Continue to the far end of the hall and collect the **Gear** and the **Voxophone** from the washroom. Make a left past the segregated restrooms, and enter the main arcade area through the doors in the distance. Depending on how you handled winning first throw at the raffle—you did try to throw the ball, right?—you'll receive a piece of **Gear** either in the hallway or just inside the entrance to the main arcade area.

The arcade is abuzz with holidaymakers, and there are some interesting conversations to eavesdrop on if you seek them out. Have a look around, gather up the stray Silver Eagles, and search the restrooms on the far side of the room for a **Voxophone** and **Kinetoscope** (the three Kinetoscopes you first saw in The Blue Ribbon Restaurant are present here, as well). Once you're done looking around, head up the stairs flanking the Motorized Patriot photo exhibit and make your way to the turnstiles, where a peculiar lady mistakes Elizabeth for someone named Annabelle. Follow the ticketing signs up the stairs and down the hall. With any luck, you'll both be on the next gondola to the First Lady Aerodrome!



Flambeau, Mr. Fink's assistant, presents you with a piece of Gear inside the arcade if you wanted to throw the ball at the couple.

	Voxophone
HEAVEN	
AUTHOR:	Daisy Fitzroy
DATE:	February the 12th, 1912
LOCATION:	The Arcade
When I first see Columbia, that sky was the brightest, bluest sky that ever was. Seemed like... heaven. Then your eyes adjusted to the light and you saw that sea of white faces lookin' hard back at you...	
	

Voxophone

A DOG'S LOYALTY

AUTHOR: Zachary Hale Comstock

DATE: December the 18th, 1899

LOCATION: The Arcade

As a boy, I had a dog named Bill. And like all dogs, Bill was a loyal friend. If we had not fed him, Bill would have been loyal. If we had struck him, Bill would have been loyal. Only when the colored man can make that claim will he take his place in society.



GONDOLA STATION

Cross the lobby to the ticket counter and ring the bell. The man behind the counter quickly reaches for the telephone as you draw near and seems to intentionally ignore you. Booker's instincts tell him something isn't right, and he's quickly given the choice of drawing his weapon—a risky move when trying to remain incognito—or demanding the tickets.

SOLVING THE IRISH PROBLEM

Continue down the hall past the "whites" restrooms to the windows in the distance. The Kinetoscope is lined up in the center of the hall, facing Booker as he approaches.



Regardless of your choice, it's quickly made apparent that this was indeed a trap. The gates are immediately slammed shut, the windows shattered, and the people in the room all draw their weapons.

Turn and cast Murder of Crows at the men near the violin cases, and open fire with the Machine Gun. Swap out the Pistol for the **China Broom Shotgun** near the violin case on the bench and set to blasting away at your would-be capturers. Use the counter off to the right for cover if necessary, and continue to stun and distract the assailants with Murder of Crows while using firearms to finish them off.



Failure to draw a weapon first allows the guy behind the counter to get the drop on Booker.



Voxophone

TAKE HER ALIVE

AUTHOR: Esther Mailer

DATE: July the 6th, 1912

LOCATION: Park Ticketing

This is the moment we trained for. The False Shepherd is here. The day was not exact, but... the Prophet's sight proves out again. The specimen must be taken alive. If she dies, I suspect they will give us to the bird. And whatever pieces it leaves behind will bear no names ... That was cigarette number six. This waiting is insufferable.



Unleash Murder of Crows on the gang of attackers, then open fire at once!

Elizabeth, having never seen violence before, reacts as one might expect: she's horrified and quickly runs away. Set a Murder of Crows trap in the center of the room and remain in cover behind the columns. Hold your ground as a bright floodlight shines through the right-hand gate, and continue to defend yourself against the cops who charge in from the adjacent security office. Loot the bodies and desks for goodies and search the security office for a **Voxophone**.

PURSUE ELIZABETH

Elizabeth managed to slip through the gate and get a pretty good head start on Booker while he was busy trying to stay alive. Head down the hall after her, but first duck into the ticket office on the left to find the **Infusion** you most likely spotted behind the ticketing agent. The whitewashed stairwell beyond the door in the far corner leads down to a **Voxophone** and several bundles of Silver Eagles.

Head out onto the platform to find Elizabeth near the gondola, atop the right-hand stairs. Board the gondola and pull the lever in the wheelhouse to reunite with her. This won't get you to the First Lady, but it does get you one step closer to it. Exit the gondola and scour the area for searchable gifts and the **Telescope**. Proceed through the turnstiles beneath the giant tank drawing to enter Soldier's Field.



Elizabeth will bandage your stab wound if you choose the "Demand Tickets" option when dealing with the clerk.

TELESCOPE

Ascend the stairs from the gondola and take a moment to use the telescope near the railing. This set of high-powered optics grants you a great view across the sky, looking back at Battleship Bay.



Voxophone

THE GOLDEN PATH TO HEAVEN

AUTHOR: Zachary Hale Comstock

DATE: September the 9th, 1893

LOCATION: Park Ticketing

As the months and years turned to memories, so did the men of Congress turn to righteousness. And through the technology of men, the dollars of Washington, the Lord worked his will upon Columbia and raised her high above the Sodom below.



SOLDIER'S FIELD TAKE ELIZABETH TO THE AIRSHIP

SOLDIER'S FIELD WELCOME CENTER

Soldier's Field is Columbia's twist on the amusement park. It's a place where kids can play games, ride a carousel, and spend all day awash in patriotic propaganda. Luckily for Booker, Soldier's Field has plenty of fun for big kids, too! Lead Elizabeth to the locked door (one lockpick) on the left, and instruct her to open it. You can find a lockpick on the floor near the locked door. Snag even more near the Minuteman's Armory vending machine. Gather up the **Infusion** and **Voxophone** inside the office, and spot the safe on the floor in the back room.



Return once you have five lockpicks to get the hundreds of Silver Eagles inside.

A PLACE IN THE WORLD

AUTHOR: Daisy Fitzroy

DATE: February the 12th, 1912

LOCATION: Soldier's Field Greeting Pavillion

Days at Comstock House was simple. Hard work, sure—but simple. Wringin' the linens, scrubbing the floors... Lady Comstock, she even had a kind word, now and then. Almost enough to make me think I had a place in their world. God made foolish girls so HE could have something to play with.



Locate the lockpick in the office to bring your total to three. You'll need to return here later, once you've collected the necessary five lockpicks it takes to unlock the safe. Safes typically contain large sums of Silver Eagles, ammo, and Salts. Unlocking them all isn't paramount, but they're worth backtracking for once you have enough lockpicks. This is a great time to swap out the Shotgun or Machine Gun for the **Carbine**, as well. The Carbine is a powerful semi-automatic rifle with pinpoint accuracy—just watch for the targeting reticle to turn red, and fire.

MINUTEMAN'S ARMORY: NEW STOCK!

Item	Description	Price
Pistol: Clip Increase	Increases Pistol clip size by 50%.	\$275
Machine Gun: Damage Boost 1	Increases Machine Gun damage by 25%.	\$236

SOLDIER'S FIELD

FIRST ENCOUNTERS

Founder (Carbine)
Founder (Sniper Rifle)

Beast (RPG)

NEW VIGORS



Bucking Bronco

NEW WEAPONRY



Huntsman Carbine



Heater



Barnstormer RPG



Bird's Eye Sniper Rifle

COLLECTIBLES



Infusions

3



Voxophones

9



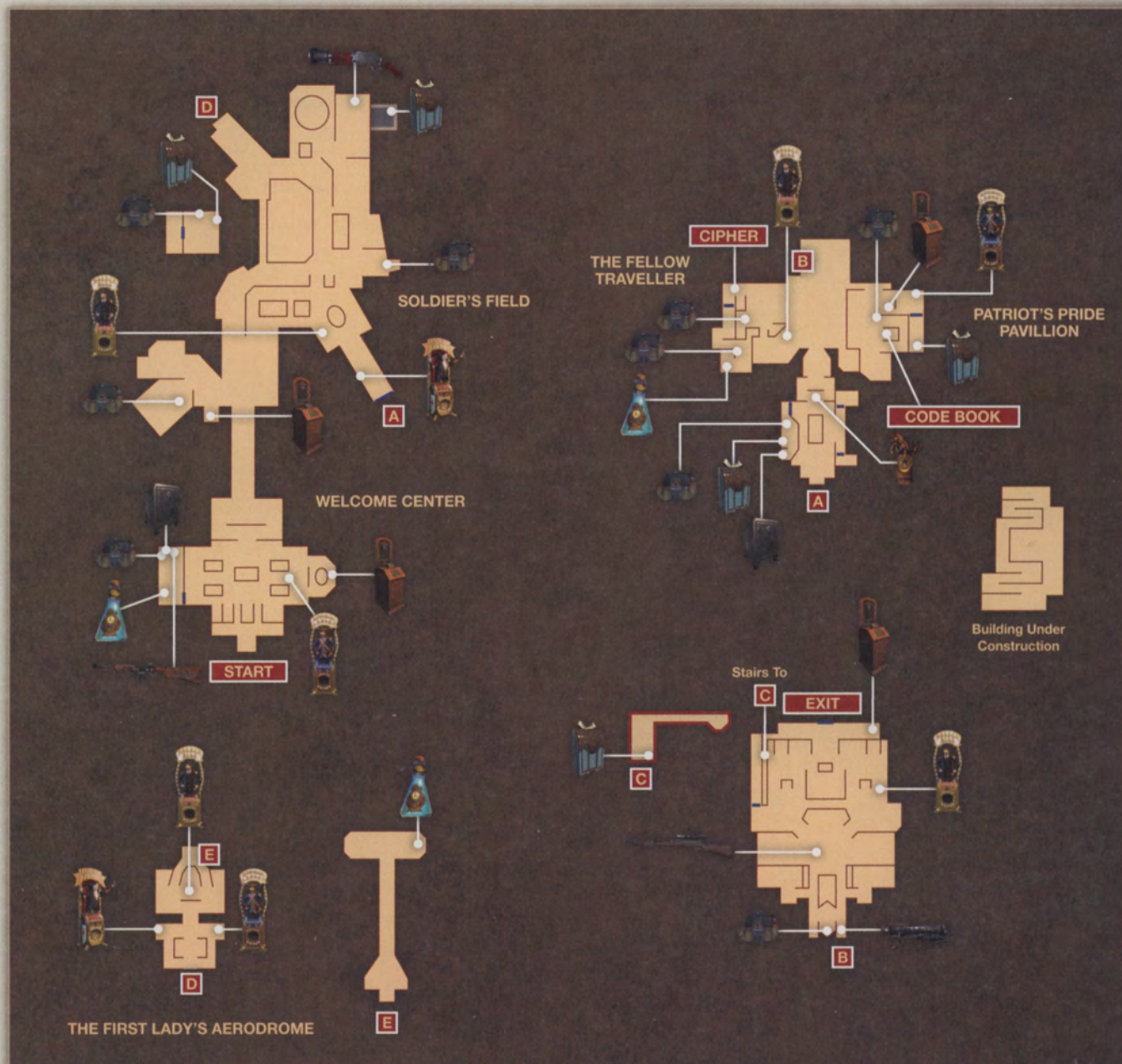
Kinectoscopes

4



Telescopes

-



The gate closing the entrance to Soldier's Field Boardwalk is controlled by the power source on the left, but the darn thing goes on the fritz just as Booker approaches. Fortunately, he's strong enough to lift the gate by hand. Utilize the Salts machine around the corner—one whiff from the effervescent concoction is all it takes to replenish your Salt Meter—and head out onto the Boardwalk. Booker and Elizabeth arrive just in time to catch a glimpse of the First Lady airship as she heads to the dock. Booker and Elizabeth must ride a gondola from the pier to the airship if they're to board her.



The power's out, but Booker can open the gates with openings in the bottom by hand.

A CITY IN THE SKY? IMPOSSIBLE!

Explore the Welcome Center fully and locate the Kinetoscope beyond the diorama off to the right-hand side. It's down the stairs, behind the Minuteman's Armory machine.



SOLDIER'S FIELD

Despite the gate from the Welcome Center being sealed shut, the Soldier's Field amusement area is busy entertaining dozens of families when you arrive. Stealing is a big no-no in this family-friendly place, so keep your sticky fingers to yourself if you don't want to start a shootout! Pick up a snack from the shops on the left while you look for the **Voxophone** in the ice cream parlor before exploring the area to the right.

There are several vending machines near the dead-end leading to the currently closed Hall of Heroes exhibit. Be sure to locate the **Voxophone** inside Founders Books, and give the toy store near the carousel a look. The showcase weapon on the back wall, the **Heater**, is a devastatingly powerful shotgun you can steal, if desired.



Voxophone

I AM HIS MIRROR

AUTHOR: Zachary Hale Comstock

DATE: September the 9th, 1893

LOCATION: Soldier's Field

And when I came to Washington, there were few in Congress who saw my vision for Columbia. But it is the burden of the Prophet to bring the wicked to righteousness. For what am I, if not a mirror to reflect the face of God?



MIGHTY SONGBIRD PATROLS THE SKIES!

This Kinetoscope is located between the Welcome Center gate and the ice cream parlor to the left of it. Behold the earliest footage of the Songbird, protector of the true patriots!



Voxophone

VIEWING THE INFINITE

AUTHOR: Rosalind Lutece

DATE: August the 10th, 1890

LOCATION: Soldier's Field

When I was a girl, I dreamt of standing in a room looking at a girl who was and was not myself, who stood looking at another girl, who also was and was not myself. My mother took this for a nightmare. I saw it as the beginning of a career in physics.



Just keep in mind that the security guard standing next to it will be quick to open fire if you take it. One shot from the Heater (a China Broom replica) is all it takes to drop him, but you're going to set the park on high alert if you take it. The owner and five additional police will attack, as well.



The Heater is extremely slow to reload, but it's incredibly powerful and capable of killing enemies with a single shell.

Continue on your way—peacefully—toward the “Gondola to Aerodrome” sign located to the left of the carousel. Pull the lever at the end of the dock to summon the gondola. Unfortunately, this leads to another blown power source. Elizabeth spots a nearby poster advertising a Shock Jockey display at the Hall of Heroes—it might not be all that stable, but it will have to do!



Where would we be without advertising?
Time to see the future of power
at the Hall of Heroes!

FIND SHOCK JOCKEY

Make your way back past the shops and the hotel toward the signs leading the way to the Hall of Heroes. Provided you found the lockpick near the carousel, the one on the ground to the left of the elevator should bring your total to five, just enough to open the safe back at the Welcome Center! A half-dozen Founders with Machine Guns and Shotguns attack as Booker gets closer to the elevator. Lob a Devil's Kiss fireball at them, then open fire on the survivors with the Carbine.



Use the Carbine for distant enemies, then switch back to the Shotgun for lone Founders at close range.

The crates that had earlier blocked off the elevator to the Hall of Heroes have since been removed. Ride the elevator until it comes to a halt, then access the fuse box on the left to get it working again.

Exit the elevator and have a look near the restrooms on the right. Grab the lockpick near the dolly in the center of the area and be ready for the Shotgun-wielding Founder in the toilet stall of the men's room—the one standing at the urinal isn't alone in there! Elizabeth alerts you to lockpicks that might escape your notice, such as the one in the stall in the ladies' restroom.

Have Elizabeth unlock the door to the Veteran's Affairs Office and quickly take Possession of the Gun Automaton in the back corner of the office. Don't waste any ammo trying to destroy it; just stay out of its line of fire while you collect the **Voxophone** and **Gear** on the right-hand side of the offices. You won't have enough lockpicks (five required) to unlock the floor safe in the back office, next to the Gun Automaton, but you'll be back through here soon enough.



Cast Possession on the Gun Automaton at the rear of the office, then step out of its line of sight.

SKY ROAD

Obtain the **Bucking Bronco** Vigor on your way out onto Sky Road. Bucking Bronco catapults enemies into the air, where they are briefly suspended for your shooting pleasure. Adversaries suspended in the air by Bucking Bronco take more damage when shot and cannot fire back.



Voxophone

NEVER SEEN THE FACE

AUTHOR: Captain Cornelius Slate

DATE: May the 30th, 1912

LOCATION: Soldier's Field

I served two-score years of soldiering. And every heathen land I've known is less peopled for my passing. I hated no special enemy. Until now. Comstock. He's made a vaudeville travesty of my battles, and cast himself as the white knight. I called him out over it, and he stripped me of my rank. That man has never seen the savage face of war. But he will.



Take cover behind the crates at the bottom of the stairs and listen to the rallying speech being given to the Founders up ahead. Cast your newfound Bucking Bronco ability at the group, and quickly lob a Devil's Kiss to engulf them in flame while they hover, helplessly, above the ground. Use the Sky-Hook to leap to the freight hook on the balcony to the right, kill the Founder stationed there, then switch to Possession and use it on the distant Gun Automaton. Maintain this upper position and use the Carbine to pick off those Founders that evade your deputized Gun Automaton. Cast Possession a second time if the Founders hadn't already destroyed the Gun Automaton.



Hit your foes with Bucking Bronco, then quickly lob a Devil's Kiss attack before they fall!



Possess the Gun Automaton, then set to sniping the remaining Founders with the Carbine.

Elizabeth alerts you to an incoming crowd, otherwise known as a Zealot. Lead the Zealot into the large pavillion on the right-hand side of Sky Road, and blast it with the Heater (or China Broom Shotgun) and Bucking Bronco. Step back outside and finish off any remaining Founders from the relative safety of the balcony above the pavillion entrance.

DECODING THE VOX CIPHER



Enter the Vox Populi bar, The Fellow Traveller, and have a look around. There's a Voxophone in the kitchen and plenty of Silver Eagles and other supplies scattered about. Elizabeth draws your attention to a code scrawled on the wall in the first bathroom down the hall. She needs you to find the Code Book so she can decipher the code. The photo under the dead

policeman's hand is your cue to its whereabouts. Now, where did you see that cannon?

Exit the bar and cross Sky Road to the Patriot's Pride Pavillion nearby. You'll find the Code Book in the barrel of the cannon in the main lobby. Return to the cipher so she can translate it to read, "Tip the hat to the Vox." Enter the second bathroom and investigate the hat to uncover a secret Vox hideaway. Enter the hideaway to find a weapons cache, some lockpicks, a Voxophone, and an **Infusion**. Among the weapons cache will be your first RPG Launcher.



Enjoy the calm of a silenced Sky Road and have a look around The Fellow Traveller bar and Patriot's Pride Pavillion. The Minuteman's Armory vending machine, located in the candy store in the pavillion, has a number of new weapon upgrades for sale. There's also a number of **Voxophones** to find, as well as a **Kinetoscope** and piece of **Gear**, provided you have the three lockpicks necessary to pick the lock on the ticket office inside the pavillion.

MINUTEMAN'S ARMORY: NEW STOCK!

Item	Description	Price
Carbine: Damage Boost 1	Increases Carbine damage by 25%.	\$357
RPG: Damage Boost 1	Increases RPG damage by 25%.	\$385
Sniper Rifle: Damage Boost 1	Increases Sniper Rifle damage by 25%.	\$349
Pistol: Damage Boost 1	Increases Pistol damage by 25%.	\$199
Machine Gun: Accuracy Boost	Reduces Machine Gun weapon spread by 75%.	\$512
RPG: Clip Increase	Increases RPG clip size by 50%.	\$816



Voxophone

THEIR SUN IS SETTING

AUTHOR: Daisy Fitzroy

DATE: May the 1st, 1912

LOCATION: Soldier's Field

The one thing people need to learn is that fear is the antidote to fear. I don't want to be a part of their world. I don't want to be a part of their culture, their politics, their people. The sun is setting on their world, and soon enough, all they gon' see... is the dark.



Voxophone

VOX CONTRABAND INVENTORY

AUTHOR: Sergeant Leander Manley

DATE: July the 6th, 1912

LOCATION: Soldier's Field

Manley: "Got a tip there were contraband guns hidden in the Fellow Traveller. Didn't find 'em, but—funny thing—we found some old uniforms under the floorboards from the war. Took guesses as to why they were there but— [Door Opens] Who's there? You're Slate, right? Sir? Put the guns down! [Gunfire] [Screams]"

Slate: "Did you hear that, Comstock? That is the sound you have never heard—the sound of a soldier's end. Come to your 'Hall of Heroes.' Prove me a liar."





Voxophone

A TRUE SOLDIER

AUTHOR: Lance Corporal Vivian Monroe

DATE: April the 10th, 1911

LOCATION: Patriot's Pavillion

God makes all kinds of soldiers, but he only made one Cornelius Slate. My father followed him up San Juan Hill, through the legations in Peking, and, as he put it, "through hell, the order was given." At today's muster, Slate asked me if I was Sergeant Monroe's daughter. I said, "Yes, sir. I am." Slate said, "Your father always wanted a son. I hope the fool has wisdom enough to recognize his good fortune."



WHO ARE THE VOX POPULI?

Learn who the Vox Populi are, in the eyes of Comstock, at the Kinetoscope on the ground floor of the Patriot's Pride Pavillion. It's located facing the couches near the candy store.



Booker likely encounters a pair of Shotgun-wielding Founders as he exits the Vox hideaway. Hit them with Bucking Bronco and a few rounds of the Carbine. Do the same to the two who approach from outside, and approach the Sky-Lines at the end of the Boardwalk.

A massive amount of cargo blocks the Sky-Lines. Pull the lever on the control terminal to get the freight moving. Once clear, Booker and Elizabeth can leap up onto the rail on the right-hand side of the control platform to get moving. Keep your eyes straight ahead and leap to the next Sky-Line as soon as you see the prompt signaling that it's okay to make the leap. Elizabeth found a Sky-Hook of her own and slides along behind Booker, enabling you to make use of his weapons while he's riding the Sky-Lines, if necessary.



Pull the lever to clear the Sky-Line of cargo while Elizabeth commandeers the Sky-Hook on the left.



Ride the Sky-Line up the slope, then leap across to the second track and ride it to the platform.

HALL OF HEROES PLAZA

Descend the stairs toward the gondola and consider swapping out your Shotgun or Machine Gun for the **RPG**. Don't miss the RPG ammo on the floor near the weapon. Collect the **Voxophone** in the pilot house of the gondola, then head up the stairs on the left toward the Hall of Heroes.

The sounds of sniper fire ring out as you make your way to the stairs. Listen for Elizabeth's shouts and take the **Bird's Eye Sniper Rifle** she throws you, making sure to hold onto the RPG you just acquired. Sprint up the stairs to the defaced statue—sacrilege!—and take cover behind it.

There's a Founder with a Sniper Rifle high on the roof to the left. Strafe in and out of cover behind the large statue and duel it out with your new Sniper Rifle. Zoom in for a precision shot—one bullet is all it takes to kill him. Unfortunately, his weapon is equally powerful. One shot from his rifle likely depletes your shield entirely, and depending on the difficulty level you're playing on, may even inflict some heavy damage, too. Take cover, pop out after he fires, then headshot him with your Sniper Rifle. Enemy snipers are easy to spot thanks to the sunlight reflecting off their scopes.



Switch to the Carbine before accepting the Sniper Rifle from Elizabeth so you don't drop the RPG.



Stay behind the large sign and statue for cover, and watch the gleam of the enemy's sniper scope.

Once you've killed the sniper, a large number of Founders attacks with Shotguns and Machine Guns. Quickly deploy Devil's Kiss traps at the base of the stairs and under the wooden bridge just beyond the statue. This prevents any enemies from getting the drop on Booker while he continues sniping those in the distance. Elizabeth likely lobs more Sniper Rifle ammo your way, but there's a Carbine to the far right should you need it. Stay behind the large statue while reloading the Sniper Rifle, then step out of cover, zoom in, and shoot any adversaries you see on the upper walkways.



Voxophone

A FINAL STAND

AUTHOR: Captain Cornelius Slate

DATE: July the 6th, 1912

LOCATION: Hall of Heroes Plaza

Veterans! You shed your hearts' blood for Columbia, lost limb and viscera in the godless Orient! Comstock did nothing! And yet—look up! Whose image squats above you, even now? At every angle an insult! If the Prophet would make a painted whore of our past, what fresh rape does our future hold? Let us now make our stand, and fill yonder hall with true Heroes!



WHO NEEDS THE POWER COMPANY?



Once the fight is over, loot the enemy corpses and head up the stairs to the entrance to the Hall of Heroes. You find this Kinectoscope off to the right of the entrance.



HALL OF HEROES

FIRST ENCOUNTERS

Motorized Patriot

NEW VIGORS



Shock Jockey

NEW WEAPONRY



Crank Gun

COLLECTIBLES



Infusions

2



Voxophones

3



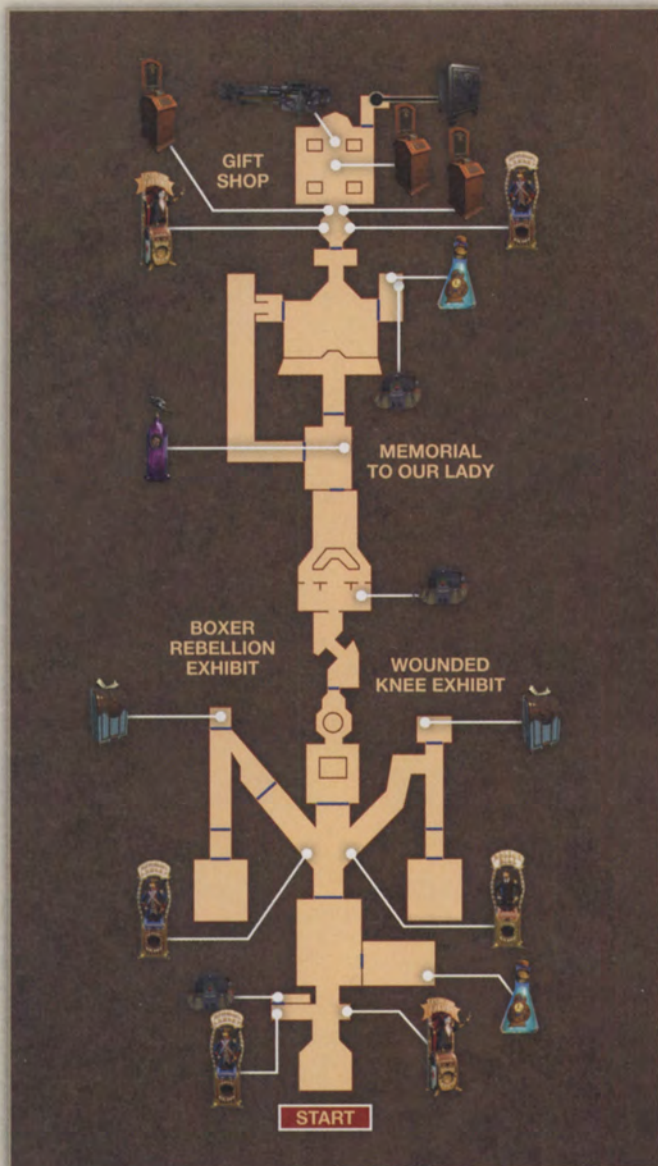
Kinectoscopes

3



Telescopes

-



FIND SHOCK JOCKEY

The Hall of Heroes appears empty, but you can bet the silence won't last for long. Head down the hall on the left and enter the office next to the Minuteman's Armory vending machine (no new items available). Find the **Voxophone** behind the door and lay low inside the office as two of Slate's men with Machine Guns patrol the area outside. Bounce them into the air with Bucking Bronco, and shoot them dead.

Approach the Father Comstock statue in the next room and listen in as one of Booker's former colleagues in the military addresses him from a remote location. His name is Slate, and he's waging a war against Comstock's revisionist history. Booker's sudden arrival on the scene is a wildcard Slate is all too happy to see revealed. Slate will give Booker the Shock Jockey Vigor, but he's going to have to fight his men for it first. Slate would much rather see his men die an honorable death at the hands of a real soldier than by those of a man like Comstock.

Place a Devil's Kiss trap on the floor in front of the door to your right along with a Bucking Bronco trap, in anticipation of the soldiers who emerge from behind the locked door. Help yourself to the **Infusion** at the rear of the storage room, and definitely pick up the two lockpicks also present. Return to the vending machines if necessary, then advance to the rotunda, where a large plinth reveals the timeline of the City of Columbia. Slate's men are stationed in the Boxer Rebellion and Battle of Wounded Knee wings of the Hall of Heroes.

You'll no doubt notice that there are plenty of Vigor bottles scattered around the Hall of Heroes, and nearly all of them are for Vigors you already have. Though you won't be able to gain a new ability, picking up a Vigor you already have is every bit as good as getting a full bottle of Salts. Vigors completely restore your Salt Meter and should not be overlooked!

Voxophone

COMRADES OF NECESSITY

AUTHOR: Captain Cornelius Slate

DATE: July the 6th, 1912

LOCATION: The Hall of Heroes

The Fitzroy woman and her Vox are my comrades... but only of necessity. I doubt all the men who reddened Caesar's toga would still be seen breaking bread together in peacetime. With Comstock gone, my men's past deeds will be sacred — and they will claim the spoils due them. I need not live to see it.



Placing traps from two different Vigors not only eliminates Slate's men but also counts toward the "Combination Shock" bonus.

DEFEAT SLATE'S MEN



As Booker enters, swap out the Carbine for the Sniper Rifle behind the rock on the left.

BOXER REBELLION EXHIBIT

Enter the Boxer Rebellion wing and continue down the hall, through the display to where the path makes a hard turn to the left. Enter the storage room on the right to find a piece of **Gear**. Dispatch the soldier who attacks outside the room, and continue past the room with the George Washington display to the main Boxer Rebellion battle exhibit.

The doors lock behind Booker, and wooden cutouts block access to the pagoda on the right. Head up the rocky path on the left and swap out your Machine Gun or Carbine for the Sniper Rifle leaning against the rocks. Plant a Devil's Kiss trap on the floor at each side of the room, near the cutouts—they'll soon retract into the floor and allow Slate's men to charge forward.

A Fireman takes position in the pagoda just as several of Slate's men attack from the two sides. Your traps hold off the attackers, giving you time to focus on the Fireman with the Sniper Rifle. Stay behind the faux rocks for cover and pick off the remaining men with the Sniper Rifle. The Fireman is unlikely to cross the entire room during its self-destruct charge, but you can use Bucking Bronco on him if it happens. Be sure to loot the Fireman's corpse (or lockbox), as it contains a lockpick. Recover your Carbine or Machine Gun and fight your way back to the rotunda. Restock your ammo and Salt supplies at the vending machines there before entering the second exhibit.



Fire the Sniper Rifle at the Fireman, then loot his corpse for a lockpick.

WOUNDED KNEE EXHIBIT

Make your way through Comstock's distorted rendition of the Battle of Wounded Knee, and enter the storage room on the left to find another piece of **Gear**. Continue on toward the flickering red lights and the main room beyond the doors.

Once again, the doors lock behind Booker, and he's forced to fend off a number of Slate's men. Head up the steps on the right and lay Devil's Kiss or Bucking Bronco traps on the ground at the base of the stairs. Slate's men charge Booker's position from both directions, and these traps go a long way toward holding them off. Consider swapping the Carbine for one of the dropped Shotguns, and blast away any of the Founders who make it past your traps. Stay in cover to avoid incoming fire from the soldiers with Machine Guns on the catwalk high above the floor on the other side of the room. Pop out of cover, line up your shot, and take them down with one or two shots from the Carbine.

Once Booker has eliminated all these opponents, a Zealot of the Lady attacks. Use Bucking Bronco or Devil's Kiss to soften him up, then switch to the Shotgun and pump him full of lead. Another option, if you have it, is to use the RPG. Just watch for the crows to gather up, and fire a rocket at the floor to catch the Zealot in its blast as he takes shape.

This Zealot has considerably more health than the first one you fought, so don't let down your guard. Search the corpses and lockboxes for Salts and ammo should you need it. Return the way you came, but keep your Shotgun or Carbine on hand for any Founders patrolling the rotunda.



Head to the right when you enter and lay multiple traps at the base of the stairs on either side of the rocks.



Quickly double-tap the Reload button to loot corpses during the battle to prevent you from running out of Salts.

FIND SLATE

FIRST LADY MEMORIAL

The doors between the two exhibits are now unlocked. Pass through them to enter the First Lady Memorial, a lovely garden display set to commemorate Lady Comstock. Walk with Elizabeth through the exhibit as Elizabeth reads the plaques adorning the displays. Have Elizabeth pick the lock on the door beyond the stone bridge—no lockpicks required—to learn about the murder. Search the adjacent rooms for money and a **Voxophone** before continuing to the room displaying Comstock's vengeance.



The memorial reveals more about Columbia's past than Elizabeth wanted to know.

From your freight hook, Elizabeth spots additional Tears that can be opened: you must choose between three freight hooks high on the walls, or a large MG Turret in the center of the floor. A number of Slate's men has wandered into the room far below Booker's current position. Consider instructing Elizabeth to open the Tear for the MG Turret so you can gun down those enemies who are already present. Booker immediately falls to the balcony below, and though the MG Turret is destroyed in relative quickness, it sufficiently distracts enough attention to allow Booker to get into cover.



Instruct Elizabeth to open the MG Turret at the start of the battle.

The soldiers below cannot reach your position, provided you stay on the balcony with Elizabeth. Should the Sniper Rifle, strafe past the scaffolding to the right, and take Possession of the Gun Automaton on the far side of the

room. Remain crouched on the far right-hand side of the balcony to present a smaller target, and shoot each of Slate's men as they come into view. There's a Sniper Rifle on this balcony if you need it. Slate's men are all toting Machine Guns; dispatch them with a single bullet to the head.



Use Possession on the Gun Automaton, then use the Carbine or Sniper Rifle to pick off Slate's men.

Elizabeth's ability to open up Tears on Booker's command relies entirely on their presence in the area. Booker cannot request a Tear be opened for something that isn't there. That being said, there are often multiple Tears to choose from, and it's entirely up to you, as Booker, to decide which Tear to open. Once a Tear has been opened, you must wait 10 seconds before Elizabeth can open another one, at which time the first Tear disappears. Only one Tear can be open

at a time. Not only can you reopen a previously opened Tear, but it even returns to its initial state. Watch to see if your MG Turret is destroyed, then quickly open another nearby Tear. Wait for the original MG Turret Tear to reappear, and reopen it to have it working again.



The Tear for the freight hooks makes it possible to Sky-Line Strike enemies throughout the Courtyard.

Voxophone

UNCONDITIONAL

AUTHOR: Lady Comstock

DATE: April the 1st, 1893

LOCATION: The Murder of Our Lady

To those who loved me, I was the most generous of souls. There was no pain I would deny them. No betrayal I would not gladly give. And when I had scorched the hearts of all who loved me, the Prophet said, "There is nothing you can do for which I will not forgive you, for God has granted me sight, and through His eyes, even you are loved."



The final area of the First Lady Memorial, the Courtyard, is still under construction, and a large gate blocks access. Elizabeth can slip between the bars, but Booker cannot. Fortunately, she manages to spot a Tear above the floor—it's a freight hook! Hold the Reload button to instruct Elizabeth to open the Tear, thus giving you a freight hook to have Booker leap to in order to scale the gate.

THE GIFT SHOP

The Veni! Vidi! Vigor! vending machine now contains the limited release Possession For Less Vigor upgrade, but the Minuteman's Armory machine contains no new products. The vending machines aren't the only devices of note in this area; there are also three **Kinetoscopes**.

Elizabeth can open any of three Tears in the Gift Shop: Salts, Medical Kits, or a Gun Automaton. If you need Salt or health, have her open either of the supplies Tears; otherwise, instruct her to open the Tear for the Gun Automaton on the right side of the room to prepare for the fight to come.

THE LAMB IS THE FUTURE OF THE CITY BEHOLD THE MIRACLE CHILD! A PROPHECY IS FULFILLED!



The small octagonal lobby in front of the Gift Shop contains two vending machines and a pair of Kinetoscopes. Watch the films and learn about the Miracle Child, the Lamb, the future!



A CITY MOURNS...



This Kinetoscope is located in the center of the Gift Shop, near the Medical Kits. Whereas the two previous two told a story of hope, this is one of sadness.



Motorized Patriot

GIFT SHOP MOTORIZED PATRIOT'S VITALS

Health	Ranged Damage	Melee Damage	Special Damage	Special Attack
5053	72	432	N/A	N/A

The Motorized Patriot subscribes to the motto that it's best to walk slowly and carry a big gun! An automaton in the form of seven-foot-tall George Washington wields a Crank Gun and is every bit as resilient to damage as his gun is lethal. Though he walks slowly, the Motorized Patriot has no fear and continues to march straight after its target, provided he can see it. Shooting his head off renders him unable to see, but he can still fire his weapon and wander around.





Being both heavy and made of wires and gears, the Motorized Patriot is invulnerable to attacks like Murder of Crows and Bucking Bronco. That said, he is highly susceptible to electric and water-based attacks, which you'll acquire eventually. For this fight, it's best to simply lead the Motorized Patriot out into the middle of the room, where the Gun Automaton that Elizabeth opened can shoot it.

The Motorized Patriot can be damaged from all sides, but his weakest point is in his back, right where his winding mechanism is located. Try to circle around a column or other obstacle to sneak up behind the Motorized Patriot for a clean shot. Similarly, see if he turns to fire on the Gun Automaton. If he does, run up behind him and unload on his backside with the Shotgun at close range! Lastly, though it isn't ideal, don't be afraid to hip-fire the Sniper Rifle at the enemy, as it packs a punch!



Motorized Patriot

The Motorized Patriot idea came about when we were looking at actual automatons and machinery of the time period represented in Bioshock Infinite. Most automatons were built specifically for one purpose. You had ones that could play chess, one that could write its name on a chalkboard, along with ones that could play an instrument. The great thing about these machines is that they were all created to look like a human, without ever getting it exactly right. What we are left with is the original uncanny valley: things that look almost, but not quite human. The end result is this amazingly creepy vibe that we wanted to capture in Columbia. Pairing the deification of the Founding Fathers with the automaton technology of the time seems like a perfect fit in creating the Motorized Patriot. The Gatling gun was the cherry on top!

Shawn Robertson
Animation Director



Swap out your Shotgun or Sniper Rifle for the **Crank Gun**, leave the Gun Automaton active (if it's still operational), and have Elizabeth pick the lock to the maintenance room in the rear right-hand corner. You'll find a safe in this room (five lockpicks), but the crates of Shock Jockey have been ransacked.

Exit the maintenance room to the sound of the Gun Automaton acquiring a fresh target. Slate has laid several Shock Jockey traps in the gift shop —target them with the Crank Gun from afar to ensure that Booker doesn't get electrocuted. Follow the inky purple footsteps back toward the First Lady Memorial.



Plenty of Salt Phials, but no Shock Jockey...

SUBDUE SLATE

THE COURTYARD

Cornelius Slate has taken the Shock Jockey Vigor back to the Courtyard and is on the far balcony where Booker first instructed Elizabeth in the use of Tears. Comstock's ships are circling above, but Slate isn't paying them any mind—he's going to lead his men into one final battle against Booker!

Slate glows pink from the effects of the Shock Jockey and periodically lobs electric traps throughout the area. These Shock Jockey traps take the form of electrified crystals; either avoid them, or better still, shoot them when Slate's soldiers are in range.

Open the Tear for the Medical Kits so that you can access them once necessary. Slate is going to conduct his assault in three waves, the first coming from the far balcony where Booker first entered the area. Use the cover near the two Tears and resist the temptation to lay down a lot of Devil's Kiss traps, as many of Slate's men stick to the far side of the Courtyard for now. Strafe in and out of cover while popping off shots with the Carbine. Keep Bucking Bronco on hand in case any get too close; otherwise, try to shoot the Shock Jockey traps in the center of the room.



Mow down the early wave of attackers with the Crank Gun while also shooting the Shock Jockey crystals.

After a brief lull in the fight, Slate uses Shock Jockey to unlock the door on the lower left side of the room. Place both Devil's Kiss and Murder of Crows traps in front of the door to catch them as they emerge. A Fireman also attacks during this wave. Swap to the RPG or Crank Gun, and open fire. Listen for the whirr of its self-destruct charge, and try to snare it in a Shock Jockey trap or with Bucking Bronco to give Booker a means to escape.



The RPG is great for use against the Motorized Patriot when you don't have any way of electrocuting it.



Leap onto the table after picking up the Voxophone so you don't miss this Infusion.

Collect the **Voxophone** and **Infusion** from the storage room on the ground floor before chasing after Slate. The Infusion is inside the partially closed toolbox atop the workbench and can be hard to spot if Booker doesn't leap onto the table.



Voxophone

A SOLDIER'S DEATH

AUTHOR: Captain Cornelius Slate

DATE: July the 6th, 1912

LOCATION: The Courtyard

My men and I are doomed, doomed as noble Custer was at Little Big Horn. But we shall not yield to Comstock and his tin soldiers. But my scout has seen him... Booker DeWitt is coming here, to the Hall! DeWitt... we called him the White Injun of Wounded Knee, for all the grisly trophies he claimed. A man such as he... might just grant us the peace we seek.



Slate retreats through the door opposite the Gift Shop, using it to head back towards the museum. Unable to access that ledge, you'll have to pursue him through the lengthy hallway to the right, taking down the enemies from an ambush attempt, and continue through the door to where he sits crumpled on the floor in a spotlight. Reach down to grab the Vigor, and watch as Slate musters the strength to give Booker one final order: he wants Booker to shoot him. The choice to spare or to kill Slate is yours, and, as with other choices that have been presented, the impact of this choice is relatively minor (largely just dialogue differences) and is revealed later in the walkthrough. Pick up the **Shock Jockey Vigor** after you make your decision.



You have to take the gun, but you don't have to use it in order to get the Vigor.

Cornelius Slate

A disenchanted, former military leader, Cornelius Slate has not only cut all association with The Founders and Father Comstock... he and his men have taken over The Hall of Heroes in an act of violent protest.



SHOCK TACTICS

Booker had no reason to suspect that Comstock wouldn't be the only man from his past running about in Columbia. Booker and Cornelius Slate shared a lot of tough moments on the battlefield, struggles that didn't exactly go as Comstock has since portrayed them to be. Slate knew the type of cold-blooded killer Booker had been (and is) and was eager to trade the Shock Jockey Vigor for an honorable death.

RETURN TO THE AERODROME GONDOLA

Fight your way back through the First Lady Memorial toward the entrance where the vending machines were located. Use your newly obtained Shock Jockey Vigor to immobilize any of Slate's men you encounter along the way with a blast of electricity that renders them unable to fire their weapons as well as more susceptible to damage. Whenever possible, look to aim Shock Jockey at enemies standing in water, as the voltage gets amplified to lethal quantities!

Fire a dose of Shock Jockey at the glass power conductor across from the Salts machine to open the gate. It's time to head back across the sprawling Soldier's Field and power-up the gondola to the Aerodrome once and for all!



Fans of the *BioShock* series know exactly what to do when they see foes standing in water!

OUTSIDE THE MUSEUM

Booker exits the Hall of Heroes to find a full-scale battle taking place between Slate's devotees and Comstock's followers. Comstock's Founder Police are going to view Booker as being on the same side as Slate's men, so do your best to not shoot anyone with their back to you. Immediately open the Tear for the Mosquito in the far off distance so that it can start whittling down the number of Comstock's men. Watch for the gun balloon to be destroyed, then instruct Elizabeth to open the Tear for the Sniper Rifle on the left. This gives you plenty of ammo to pick off the numerous Founders approaching the steps

outside the museum. Don't worry about any remaining units from Slate's makeshift army, as they're outnumbered and won't have the opportunity to turn against you. Reopen the Tear for the Mosquito as soon as it's ready.



Open the Tear for the Mosquito, then open fire on the enemies facing Booker's direction.

Descend the stairs on the right and use Shock Jockey to open the gated staircase on the far right side of the building (as viewed with Booker's back to the Hall of Heroes entrance). Ascend the stairs to find a wealth of crates to loot, as well as a piece of **Gear** and a Lockpicking Kit containing two lockpicks.



Don't hesitate to open the Tear for a Motorized Patriot when one is present!

Descend the stairs from the upper level and leap to the Sky-Line heading toward the Hall of Heroes maintenance platform off to the right. Open the Tear for the Motorized Patriot and leap to its side to fend off the other Founder Police (press the Crouch button to reverse direction if Booker happens to slide past the platform). A police barge rises up on the other side of the platform, so be ready for it. Stand guard with the Motorized Patriot and fire your preferred long-distance weapon at the enemies on the barge from the safety of the pile of wood.



Follow the Motorized Patriot up the stairs to deal with the Beast.

Sweep around the structure in a counter-clockwise direction to find a lockpick and to get the drop on an adversary with an RPG, known as the Beast. This helmeted foe is positioned atop the right-hand set of stairs, opposite the police barge, and he can fire RPGs in quick succession. Jolt him with Shock Jockey, then open fire or knock him into the air with Bucking Bronco. It's also possible to shoot his black metal helmet off. With his head exposed, you can go for the headshot! Clear the platform, then leap to the Sky-Line leading down and away toward Soldier's Field.

SKY ROAD

Hop off the Sky-Line and immediately take cover near the stack of crates. A large contingent of Founder Police has been assembled on Sky Road, and a Fireman accompanies the group. Pick off a couple of the ones nearest your position, then focus on the Fireman. Continue sniping him until he starts to rush Booker's position, then switch to Shock Jockey and the Shotgun or RPG to finish him off. Headshot the other enemies in the area, then round up the loot and continue up the stairs to the lobby. Be sure to loot the Fireman for the fifth lockpick you'll need to open the safe in the office up ahead.



Shock Jockey can briefly immobilize the Fireman, giving you time to open fire with your RPG.

A Motorized Patriot has escaped its display and is set to attack near the elevator. Though it's entirely possible to hit it with Possession and safely board the elevator without having defeated it, it's quite simple to kill it with Shock Jockey and a few rounds from the Carbine. The Motorized Patriot is highly susceptible to Shock Jockey. Stun it with the electric attack, then circle-strafe to its blindside and open fire on the sprockets and cogs. Snag the Crank Gun it drops, and board the elevator for the main Boardwalk at Soldier's Field.



Shock Jockey consumes very few Salts, so cast it repeatedly to keep the Motorized Patriot from firing its gun.

SOLDIER'S FIELD

Descend the stairs toward the Soldier's Field Hotel and leap to the freight hook on the balcony. Use Shock Jockey to unlock the gated door, and locate the **Voxophone** and **Gear** near the bed. There is a wealth of money and two lockpicks to be found in this room. Exit the hotel and make your way to the toy store, where you can use Shock Jockey to open yet another locked door. Lift the gate to enter the toy store after hours, then use Shock Jockey to gain access to the employees only closet to find another piece of **Gear**.



Voxophone

CALLING YOU OUT

AUTHOR: Preston E. Downs

DATE: July the 5th, 1912

LOCATION: Soldier's Field

Ol' Preston is a sportin' man, Miss Fitzroy. I won't steal up on ya while you slumber like these Vox boys here, with their pigstickers...[Pleading] [Gunshot] That's... one scalp to me. [Screaming] [Gunshot] That's two. Now, when you hear this, I want you to square your affairs, and come die in the sight of the poets. You'll need a white man's weapon—give this a try.



The shops in Soldier's Field are closed at night, but you can still enter most of them by lifting the gates manually. With the shops empty, you don't have to fear alerting the local constabulary when you raid the cash registers or go behind the counter of the ice cream parlor.

There are several Tears available to you and Elizabeth when you return to Soldier's Field at night. There is a Motorized Patriot near the carousel, and Cover and a Gun Automaton on the roof of the ice cream parlor, as well as above the toy store. Open the Tear for the Motorized Patriot, and lead it toward the gondola lever.



Blast power conduits like these with Shock Jockey to open nearby locked doors.

CALL THE GONDOLA

Zap the power conductor near the lever with Shock Jockey to restore the power; now all you need to do is pull the lever. Before pulling the lever for the gondola, look out into the distance and note the two police barges flanking the tracks near the Aerodrome. Those barges will be headed straight for Booker once he pulls that lever, so make sure you're ready for battle! Now, pull the lever to call for the gondola.

Each of the two police barges contains a number of gun-wielding Founders and Beasts. The two barges slowly circle the Soldier's Field Hotel after affording the Founders a chance to either leap to the Boardwalk or onto the Sky-Lines that run around the area. Three Beasts are spread across the two barges and remain aboard and fire their RPGs continuously.

Hold your ground until the barges get close to keep the Motorized Patriot in position to help, then leap to the Sky-Line. Ride it past the hotel and leap to the upper Sky-Line to reach the roof of the ice cream parlor. Have Elizabeth open the Tear for the large Cover and grab the Sniper Rifle behind it. Lay traps down on the roof, near the Tear for the Gun Automaton, to catch any Founders that ride the Sky-Lines to this position. Use the Sniper Rifle to carefully snipe the Beasts that remain on the barges. Shoot their helmets off, then target their exposed heads.

Open the Tear for the Gun Automaton if any of the barges get too close, and quickly leap to the Sky-Line to make a run for it. You can find Tears for Medical Kits on the roof of the shops, as well a Sniper Rifle Tear aboard one of the police barges. Equip any Gear you have that aids in Sky-Line Strikes, and consider leaping to one of the freight hooks on the police barges. Act quickly, and you can safely knock the Beast from its police barge with a Sky-Line Strike.



Use the Cover Tear for protection while you snipe the Beasts on the police barges.



Shoot the Beast's helmet off to expose his head, then line up a headshot.



Leap to the Sky-Line when the Founders dismount, then fire an RPG rocket back at them!



Watch for the gondola's arrival, and soften up the Motorized Patriot with an RPG before it docks.

When the gondola arrives, have Elizabeth open the Tear to the Motorized Patriot near the carousel. The Motorized Patriot then takes care of the adversaries that exit the gondola you summoned, including an enemy Motorized Patriot. Leap to the lower of the two Sky-Lines, preferably with an RPG, and rain fire on the remaining Founders. You can use throttle controls and the ability to reverse direction to avoid return fire and position Booker in excellent position for a Sky-Line Strike.

BOARD THE FIRST LADY

Board the gondola and instruct Elizabeth to pick the lock to the cockpit. Grab the lockpick inside on the left and pull the lever to set the gondola in motion.

Ascend the stairs to enter the lobby and use the vending machines on either end to replenish your reserves. A half-dozen Founder Police are set to attack. Lay down some traps, and fall back toward the entrance to draw them into your traps. Switch to Murder of Crows to stun multiple foes at once if several are still standing. The Kinetoscope beneath the stairs is a duplicate of the one in the Gift Shop. Board the elevator across the room and ride it up to the First Lady Airship.

Collect the **Infusion** on the right and the Silver Bars across from the entrance (they're worth 100 Silver Eagles each). Be sure to gather these items before steering a course for your flight destination. Elizabeth knows her coordinates surprisingly well and detects your betrayal immediately. You'd have to be a tougher guy than Booker to stand hearing her cry; try talking to her.



Don't overlook this Infusion in your hurry to set a course.



FIRST LADY

Commandeering the First Lady was a stroke of genius! It wasn't easy, but you managed to get the girl and the Shock Jockey Vigor, and you made your way onto the airship. New York City... or bust.

GUNS FOR THE LADY

FINKTON DOCKS

FIND ELIZABETH

BEGGAR'S WHARF

There's no telling what happened after Elizabeth knocked Booker upside the head with that wrench, but she wasn't on the First Lady Airship, and now (thanks to Daisy's men) Booker isn't, either. Daisy says you can have the airship back if you get the gunsmith in Finkton to supply her Vox Populi with the arms they need, but first things first: you've got to find Elizabeth!

FIRST ENCOUNTERS

Mosquito

COLLECTIBLES



Infusions

1



Voxophones

2



Kinectoscopes

-



Telescopes

1

Take a moment to scour the delivery center on the left and use the Veni! Vidi! Vigor! machine to purchase one of the new Vigor upgrades. Bronco Aid and Devil's Kiss Aid are now available. You should also locate the **Voxophone** nearby. Loot the desks for ammo and money, then continue around the corner, past the men scrubbing the dock, to find a pair of freight barges.



Keep your guard up at Beggar's Wharf, but don't fire unless fired upon. Those balloon-supported turrets mean business!



Voxophone

GOD'S BLUEPRINT

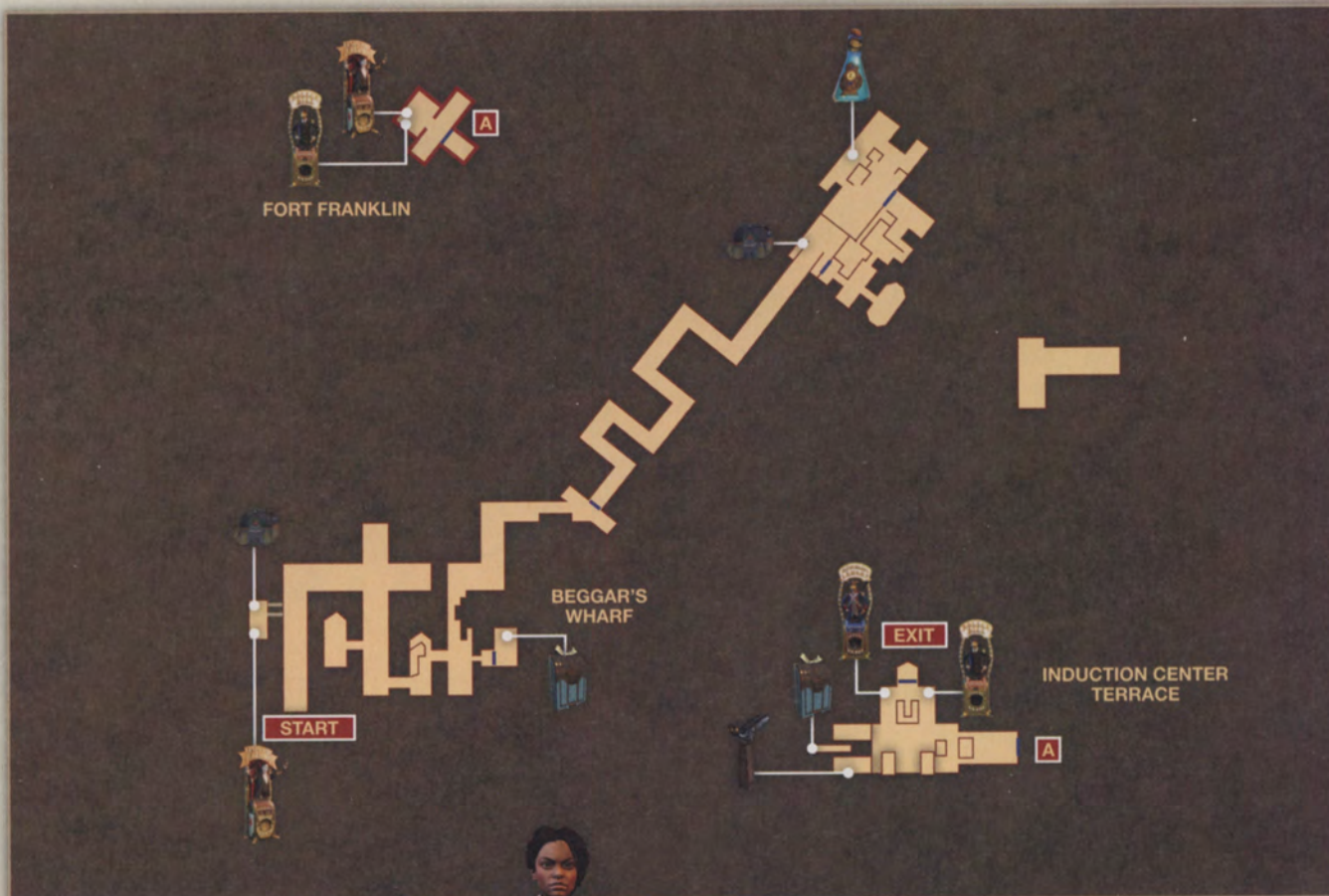
AUTHOR: Hattie Gerst

DATE: April the 19th, 1908

LOCATION: Beggar's Wharf

Samuel always thought that the pew on Sunday went hand in hand with the desk on Monday. "Science is the slow revelation of God's blueprint." After two years in the Lamb's tower on the Monument Island, he took ill with cancer of the stomach. I prayed to the Prophet, and the Prophet delivered unto us a miracle through his servant. Fink. I do not know if I will ever get used to a husband bound in a skeleton of metal, but... better a Handyman than a dead one.





Daisy Fitzroy

The charismatic leader of Columbia's insurgent faction, the Vox Populi, Daisy Fitzroy yearns for the overthrow of Comstock and the Founders. She believes that the dramatic destruction of Columbia will undo all that they have worked for.



The foreman watching over the barge on your right has a short temper and is quick to alert the authorities if you go trespassing. There's nothing of value on his boat, so just let it be and head up and over the barge to the left to avoid the fight. You'll get your chance to initiate a fight soon enough, and from a far more advantageous position.

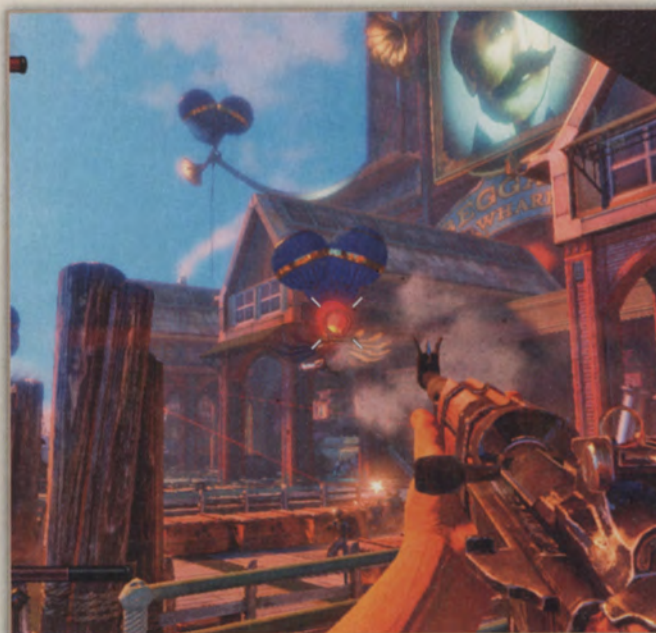
Enter the small brick building on the other side of the second barge. This office contains a piece of **Gear** and a jackpot of Silver Eagles and Silver Bars that a cop inside is closely guarding. The guard attacks with his baton if you so much as try to search or take anything in this room—

and there's no way to keep him from putting all of Beggar's Wharf on alert (you can't even prematurely use Possession on him, so save your Salt).



The Founder Policeman attacks with his baton the moment Booker inspects that piece of Gear or takes the silver from the safe.

Go ahead and take the Gear, and take down the cop with melee attacks. Plant a Devil's Kiss trap near the door and hold your ground as four or more baton-wielding Founders come rushing in. With them out of the way, head to the door and use Possession on either of the two Mosquitoes hovering about. Mosquitoes are similar to Gun Automaton, except they are suspended by helium balloons. Take cover near the crates at the base of the ramp. Ready Shock Jockey and keep a potent weapon on hand for the Motorized Patriot that attacks last.



Shoot the Mosquito out of the sky the moment the Possession wears off.

Make your way to the corner of the docks opposite where Booker was first dropped onto the wharf. Follow the path to where nearly a dozen Shock Jockey traps have been deployed as a result of some spilled cargo. Shoot a few of the crystals to safely reach the Salts, then continue through the angled container and pry open the door to spot Elizabeth.

Elizabeth was thrown off a barge just beyond this door, but she isn't about to let you catch her that easily. Chase after her through the loading area of the docks as she opens Tears to try to thwart you. Wait out each of the obstacles she opens in Booker's path and continue the chase to the police station ahead. There aren't any collectibles to find or crates to search in this area, so don't worry about combing the place.

Pursue her through the doors into the Fort Franklin area just in time to see her open a Tear to escape. Unbeknownst to Elizabeth, Booker wasn't the only one chasing after her. Locate the **Voxophone** in the office, then exit the station through the door on the right. Proceed along the path and up the stairs to the platform overlooking where the Founder Police have seized Elizabeth.



Elizabeth opens several Tears to slow you down. Just keep chasing her!



Elizabeth's captors have her behind bulletproof glass. Hold your fire, and approach this strategically.



Voxophone

SHAME OF MY SERVICE

AUTHOR: Lance Corporal Vivian Monroe

DATE: July the 7th, 1912

LOCATION: Fort Franklin

They called Slate a monster and a traitor. I know the men who died in the Hall of Heroes with Captain Slate. There is no shame to be counted in their number. The shame lies to we who assembled outside the hall. Though we were not the ones who fell, I feel only envy for those who perished under his banner.



RESCUE ELIZABETH

FORT FRANKLIN PIER

Elizabeth and her two captors are behind a sheet of bulletproof glass, so don't waste any bullets on them. Instead, use Possession on either of the Founders down low and shoot the others with the Sniper Rifle so that your ally will target the two holding Elizabeth. The enemies leave her locked away while they set out on patrol. Maintain this elevated position, and use Possession on one of the Founders to the right. Lob a Devil's Kiss bomb (or fire an RPG) at the group, then back away, grab the Salts on the right, and ready your weapon for the Founders who ride the Sky-Lines up to Booker's position. A police barge soon arrives on the right. Cast Possession on the Gun Automaton at the bow of the barge, then finish off any remaining enemies and gather up the loot from their corpses.



Use Possession on one of the Founders, then use either the Sniper Rifle or RPG to shoot the others who attack your ally.

Drop down to the lower level and enter the jail area opposite where Booker arrived to find an **Infusion**, then ride the Sky-Line up to the platform where Elizabeth was. Open the door to the security office just in time to watch Elizabeth open a Tear for an entire Sky-Line. Leap onto the Sky-Line after her for a short ride to the cargo container that soon blocks the path. Jump down onto the platform and head left toward Elizabeth.

After some surprise drama involving a Handyman, Elizabeth has agreed to trust you once again. Now it's time to go meet that gunsmith! But first, instruct Elizabeth to pick the lock (five lockpicks) on the wheelhouse of the gondola near the **Telescope**. You'll find

a piece of **Gear** and a Silver Bar inside. Search the workers' bags and visit the Minuteman's Armory and Dollar Bill machines atop the stairs before heading inside. The Dollar Bill machine on the right is one of the few vending machines that sells lockpicks (\$48).



Save enough Salts so you can cast Possession on the Gun Automaton on the barge that shows up.



Leap off Elizabeth's temporary Sky-Line when you reach the yellow fuel tank, and continue after her on foot.

MINUTEMAN'S ARMORY: NEW STOCK!

Item	Description	Price
Shotgun: Damage Boost 1	Increases Shotgun damage by 25%.	\$255
Volley Gun: Damage Boost 1	Increases Volley Gun damage by 25%.	\$522
Shotgun: Reload Increase	Decreases Shotgun reload time by 50%.	\$456
Sniper Rifle: Fire Rate Boost	Increases Sniper Rifle fire rate by 100%.	\$654
Pistol: Ammo Increase	Increases Pistol reserve ammo by 50%.	\$404
Machine Gun: Clip Increase	Increases Machine Gun clip size by 100%.	\$391
Sniper Rifle: Recoil Decrease	Reduces Sniper Rifle recoil by 50%.	\$288
Carbine: Clip Increase	Increases Carbine clip size by 50%.	\$484

TELESCOPE

You've got Elizabeth back by your side and you need to find the gunsmith, but first, take a look through the Telescope near the gondola on the left. This gives those coming to work for Fink one last look at what they're leaving behind before they head into the factories.



FINKTON PROPER

FIND THE GUNSMITH

WORKER INDUCTION CENTER

Pay a visit to the vending machine on the left before circling around to the processing counter in the middle of the lobby. Locate the **Voxophone** in the center office, and search the desks for loose supplies. Provided you have enough lockpicks, instruct Elizabeth to pick the lock of the gate in the back corner of the lobby (five lockpicks). You'll find an **Infusion** inside the office, as well as a number of searchable desks and the **Pig Volley Gun**, an explosive launcher capable of lobbing projectiles at enemies.

The main elevator in the Worker Induction Center is currently closed due to a lack of job openings. You'll have to descend either of the stairs flanking the elevator and have Elizabeth pick the lock at the base of the stairs. It doesn't require any lockpicks, so don't fret if you used your last one getting that Infusion.



No jobs means no elevator service. Head down the stairs to the side, and pick the lock.

THE PATH OF THE VOX POPULI...

Elizabeth draws your attention to the Chen Lin poster on the right as soon as you enter the area, but don't let this distract you from the Kinetoscope on the left. It's located near the vending machine.



Voxophone

A PRODUCT LIKE ANY OTHER

AUTHOR: Jeremiah Fink

DATE: March the 27th, 1893

LOCATION: Worker Induction Center

The truth is, I don't have a lot of time for all that prophecy nonsense. I tell you, belief is... is just a commodity. And old Comstock, well, he does produce. But, like any tradesman, he's obliged to barter his product for the earthly ores. You see, one does not raise a barn on song alone. No sir! Why, that's Fink timber, a Fink hammer, and Fink's hand to swing it. He needs me—lest he soil his own.



FIRST ENCOUNTERS

Handyman
Beast (Volley Gun)

NEW VIGORS



Charge

NEW WEAPONRY



The Pig Volley Gun



Hand Cannon



Vox Repeater

COLLECTIBLES



Infusions

3



Kinetoscopes

8



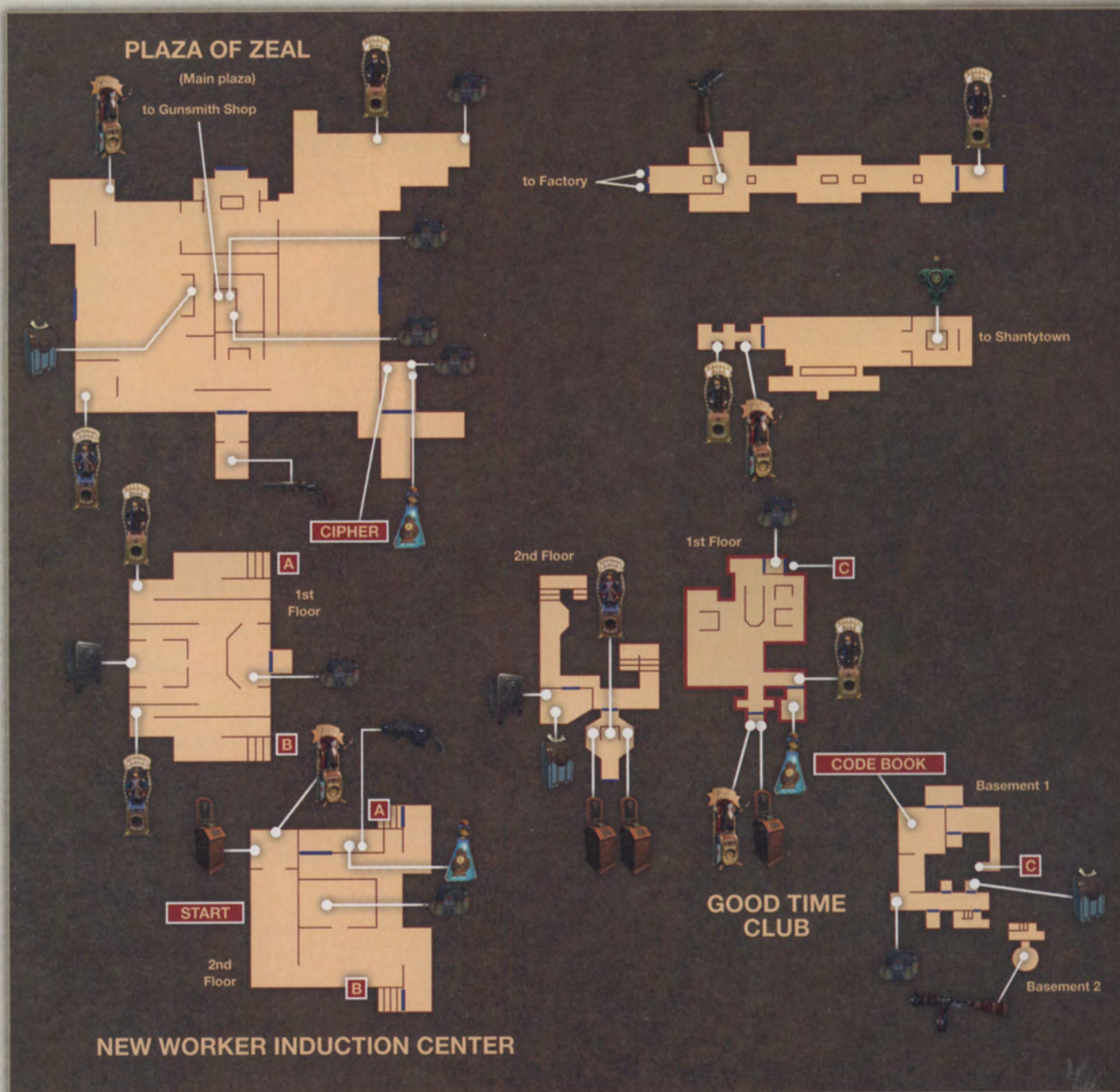
Voxophones

4



Telescopes

1



Descend the stairs to the room below, where the Motorized Patriot and several Founders are standing guard. They'll spot you as you reach the ground level and immediately turn hostile. Cast Possession on the Motorized Patriot, then set to sniping the other guards as they try to fend off your new ally. You'll likely have to finish off the Motorized Patriot yourself, but you can make quick work of it with Shock Jockey and a Shotgun.



Use Possession on your enemies from the balcony, and open fire with the Carbine.



Elizabeth can't be harmed, so don't worry about firing an RPG into a crowd of Founders near her.

Pilfer the desks, cabinets, and mailboxes throughout the lobby, and have Elizabeth open the safe in the office (one lockpick). There may be a number of baton-wielding guards on alert in the lobby upstairs; head upstairs and kill them if Elizabeth is still "in combat." Enter the employees only area behind the sign for the service elevator. Call the elevator and grab the **Voxophone** from inside Slate's locker on the right before boarding it. The elevator ultimately comes to a halt, and then the phone starts to ring. Answer the phone to hear from Mr. Fink.


Voxophone

SEED OF A LIE

AUTHOR: Captain Cornelius Slate

DATE: June the 17th, 1912

LOCATION: Worker Induction Center

I hold in my hand the private journal of Comstock's wife. It puts the lie to this "Miracle Child" nonsense. She loved the child not. It seems the sainted lady would have preferred to let the "seed of the Prophet" just... dry out on the bedsheets...



Mr. Fink's assistant, Mr. Flambeau, greets you in the room at the base of the elevator. Fink has been watching you, and he's impressed. Collect the **Hand Cannon**, lockpicks, and coins from the Silver Purse on the table, and exit the room. The Hand Cannon is a deadly pistol that is arguably one of the finer close-range weapons in Columbia.

★

Flambeau

When one wants to make the best of impressions, one sends Flambeau. With impeccable manners and even finer style, Flambeau is the quintessential gentleman's gentleman. Industrialist Jeremiah Fink employs Flambeau as a personal assistant. Those who encounter him are struck by his generosity, discretion, and expertly folded pocket square.

★



THE GUNSMITH SHOP

Head up the stairs inside the Gunsmith Shop to the small Buddhist shrine, then continue to the upper level. The machinery is running unattended, but there is nobody to be found. Search the crates and barrels for supplies, and grab the lockpick on the workbench. Elizabeth suddenly hears the sounds of someone downstairs. Descend the stairs to the shrine and speak with the visitor.

PLAZA OF ZEAL

Finkton Proper is essentially a small town all to itself, with the Plaza of Zeal serving as the town square. The residential area lies off to the right, entertainment can be found on the far side of the plaza, and the factory extends off to the left. The Gunsmith Shop you seek isn't far—just enter the large center building via the door on the left—but Elizabeth suggests you scavenge supplies first. Just be warned that the Founder Police will attack, along with the Mosquito hovering overhead, the moment you employ a Vigor or fire a weapon. Additionally, be sure to mind the security checkpoint on the far side of the area, or else the Gun Automaton stationed there will commence firing.

Use the freight hooks high above the plaza to reach the awning on the left-hand side of the large building in the center. Grab the **Gear** there, then leap down and head through the doors to enter the Gunsmith Shop.



You're free to roam around the Plaza of Zeal so long as you don't advance past these Fink Security barricades.


Voxophone

WE'VE NEED OF A SHEPHERD

AUTHOR: Daisy Fitzroy

DATE: July the 6th, 1912

LOCATION: The Great Chen Lin, Gunsmith and Machinist

I have a pressing need to speak to this so-called "False Shepherd" stirring up so much trouble. We got enough problems without this damn fool shooting up the city and blamin' it all on the Vox. Though, if he's amiable... yeah... yeah, he might be just the fella we need for our... immediate concerns.





Mrs. Lin gives you the details about her husband's abduction.

DECODING THE VOX CIPHER

Descend the stairs from the elevator entrance and loop around the corner to the docks on the right, and have Elizabeth unlock the gated door. Push inside to find a cipher on the rear wall of this clockmaker's shop. Now that you know there's another secret Vox hideaway around, you should keep your eyes peeled for the book containing the code to solve the cipher. You can't go and pick it up right away, but it is located in a room inside the basement of the Good Time Club. You'll have to walk right past it soon enough, once you make your way backstage at the theater.

Return with the Code Book later on so Elizabeth can read the clue: "the broken clock tolls at midnight." Approach the clock on the wall to the right of the poster with the cipher, and set the time ahead to midnight. Once set, the clock automatically slides away, revealing a secret cubby that holds a Voxophone and Infusion, as well as a Volley Gun and lockpick bag.



Voxophone

A TRUER ALLEGIANCE

AUTHOR: Lance Corporal Vivian Monroe

DATE: July the 7th, 1912

LOCATION: Plaza of Zeal

I came to Columbia because I believed in God and because I believed in honor. But Slate has shown me this: there is no God in shutting our brothers out from the family of man, and there is no honor in defending those who are strangers to its meaning. Perhaps in Finkton, there is one more deserving of my service...



GO TO THE GOOD TIME CLUB

Exit the Gunsmith Shop and turn to the right to spot the Good Time Club up ahead. You can't miss this massive building with the marquee bearing Booker's name, but there's something of far greater concern at the moment! A Handyman has tracked Elizabeth to the Plaza of Zeal and is ready for a fight. Immediately cast Possession on the Gun Automaton beyond the security barricades to the right (near the Good Time Club), and ready yourself for a fight!



Handyman

PLAZA OF ZEAL HANDYMAN'S VITALS

Health	Ranged Damage	Melee Damage	Special Damage	Special Attack
9952	1334	800	1382	Charged Slam

The Handyman is a massive, semi-robotic bruiser that has super-human strength, leaping ability, and speed. Although his primary attacks consist of a heavy pounding strike, a gorilla-like charge, and various melee assaults, the Handyman also possesses innate electric current that he can discharge at will. If Booker leaps to a freight hook or gains enough separation from the Handyman, he can summon a ball of electricity in his hands that he hurls at Booker. Similarly, if Booker leaps to a Sky-Line, the Handyman can jump up and electrocute the entire Sky-Line with his robotic hands. Lastly, the Handyman can perform an electrified ground pound that not only inflicts damage, but stuns as well, leaving Booker vulnerable to follow-up attacks.

It should come as little surprise then that using Shock Jockey against the Handyman is a bad idea, as it's just not very effective. He's also completely invulnerable to Possession and Bucking Bronco. As far as Vigors are concerned, it's best to unleash a Murder of Crows on him and then swap to Devil's Kiss (or Undertow once you get it), and engulf the Handyman in fire or water.

The single best way to defeat the Handyman is to focus your gunfire on his heart, which is visible through the large circular window in his suit. Aim for this red organ in the center of his torso, especially with the Hand Cannon, Sniper Rifle, or Machine Gun, and watch his health drain by the second. Fire, step or leap to the side, then fire again. It's tough to continue facing him without being hit, so don't hesitate to leap to a freight hook or momentarily flee the scene if you need to allow your Shield to replenish. The Handyman is vulnerable to damage anywhere on his body, but you'll inflict far more by targeting his heart. Of course, it doesn't hurt to employ Possession on any nearby Gun Automatons or Mosquitoes so that they can at least help to distract him and chip away at his overall health. The Handyman always drops a piece of Gear upon his demise, so be sure to look for it.



RESCUE CHEN LIN

THE GOOD TIME CLUB

Fink has been awaiting your arrival, and he's put together quite a show on your behalf. Top off your Salts and reload the Hand Cannon and one other weapon. This is also a good time to check your Gear to ensure you're taking advantage of those items that *do not* have anything to do with Sky-Lines, at least for the time being.

Fink wants to see you perform in the art of combat, and he's prepped the Good Time Club for a three-wave battle. Several Salts Phials and weapons have been scattered around the club, and there are three Tears available for your use: Medical Kits, an RPG, and a Volley Gun. Those lucky enough to have the Sheltered Life item equipped should immediately open the Tear for the Medical Kits. Sheltered Life gives Booker brief invulnerability whenever he consumes food or Medical Kits, making the Medical Kits Tear a particularly useful item to have handy.

CRIME COMES TO 'SHANTY-TOWN'...

Enter the Good Time Club's lobby and head up the stairs on either side to find this Kinetoscope. It's just to the left of the Minuteman's Armory machine and does a good job of painting a bad picture of the folks in the area's housing district.



Jeremiah Fink

A wealthy industrialist and ruthless businessman, Jeremiah Fink is the head of Fink Manufacturing, which is responsible for many products found in Columbia, such as weapons, Vigors, and automatons.



Knock the Fireman into the air with Bucking Bronco, then blast away with the Hand Cannon!

The first wave of enemies consists of a Fireman and a number of Fink's thugs with guns. Cast Possession on the Fireman, and watch as he draws much of the gunmen's attention. Finish off the others with the Hand Cannon, then turn to the Fireman when the Possession wears off and take him down with Shock Jockey (or Bucking Bronco) and the Hand Cannon. Another option is to use Murder of Crows against the gunmen and simply avoid the Fireman until you are ready to face him. Either way, it's best to eliminate the fodder as fast as you can to avoid being shot at from all directions.

The second wave consists of a Zealot and several Machine Gun-wielding thugs. Buy yourself some time by heading to the balcony before Fink introduces the second wave. The Zealot can fly up to Booker's location, but the others have to make their way to the stairs. This gives you plenty of time to deal with the Zealot one-on-one. Hit him with Shock Jockey or Bucking Bronco, then fire away with the Shotgun or Hand Cannon. Sweep the area for the remaining enemies, then high-tail it back to the balcony and swap out one of your weapons for the RPG via the Tear.



Lure the Zealot up to the balcony so you can fight him before the other thugs get within range.

The third wave doesn't contain any human enemies: rather, it consists of two Gun Automaton, a Motorized Patriot, and three Mosquitoes! (Fortunately, not all at once.) Stick close to the RPG Tear, and have Possession ready to cast. Aim it at the Gun Automaton nearest Booker's position on the stage. Switch to Shock Jockey and quickly electrocute the Motorized Patriot that appears at the end of the stage. Fire a couple of rockets at it, then finish off the Gun Automaton if they didn't destroy one another after your Possession. Switch back to Shock Jockey and the Hand Cannon, and use the column atop the stairs for cover. Three Mosquitoes fly in from behind the curtain. Shock them as they appear, then blast away with the Hand Cannon. It should only take two or three shots with the Hand Cannon to destroy each Mosquito. Work quickly, and you just might destroy all three before they so much as fire a single bullet at Booker!

Search the lower level of the club for an **Infusion** and a **Kinetoscope**, as well as some **Silver Eagles** and a **lockpick**. Enter the dressing rooms backstage to find a **Voxophone**, then continue down the stairs beyond the employees-only sign. Kill the two **Founders** in the storage room, and note the chalkboard in the adjacent room.



The Motorized Patriot's Crank Gun is a fine substitute if you run out of Salts or Hand Cannon ammo.

THE FIRST LADY

This Kinetoscope is easy to overlook in your excitement to head backstage and continue the search for Chen Lin. Let the sound of the nearby Veni! Vidi! Vigor! machine lead you to it.



FIND CHEN LIN'S CELL

Instruct Elizabeth to pick the lock on the adjacent door, and locate the **Code Book** atop the crates nearest the furnace. Bring this back to the clock shop in the Plaza of Zeal after you find Chen Lin. Continue to the projector room, where Elizabeth turns on a film showing Chen Lin's interrogation. Kill any guards you spot, and push on to the cells up ahead. Grab the **Voxophone** from the right end of the hall, and pick the lock on cell #8 (five lockpicks) to find a piece of **Gear**.



Did you spare Slate? If so, he's in a wheelchair inside the first cell on the right. Go ahead and put him out of his misery if you'd like.

Voxophone

CHANGING MY TUNE

AUTHOR: Jeremiah Fink

DATE: August the 12th, 1894

LOCATION: The Good Time Club

I had thought you a fool, dear brother. When you told me that you heard wonderful music trumpeting from holes in the thin air, I began to doubt your mental integrity. But not only have you made your fortune from these doodads, you have lit the path for me as well.



Voxophone

HIS DESIGN FOR CRUELTY

AUTHOR: Zachary Hale Comstock

DATE: December the 18th, 1899

LOCATION: The Good Time Club

To tax the black more than the white, is that not cruel? To forbid the mixing of the races, is that not cruel? To give the vote to the white man, and deny it to the yellow, the black, the red—is that not cruel? Hm. But is it not cruel to banish your children from a perfect garden? Or drown your flock under an ocean of water? Cruelty can be instructive, and what is Columbia, if not the schoolhouse of the Lord?



Ask Elizabeth to unlock cell #9, and descend the stairs to the basement. Cross the darkened cell to the dimly lit button to turn on the lights. Rouse Chen Lin to find that he is dead, butchered and bled out. The Lutece couple appears, and along with them, a Tear where Chen Lin's corpse was located. The Tear leads to another Columbia, another side of the same coin, as it were.

Give Elizabeth the command to open the Tear. The body and blood are gone, and the room is suddenly back to being a normal storage room. Grab the **Repeater**, a Vox-modified version of the basic Machine Gun.



There's no going back once that Tear is opened. And what you know to be true may no longer be right.

RETURN TO THE GUNSMITH SHOP

Return the way you came, past the large group of imprisoned (but alive) Vox Populi and up the stairs to the projection room, where a very different interrogation video is playing. Chen Lin was cut free due to his wife's important friends at the Columbia Gazette.

Make your way back through the storage rooms to where the two guards you killed earlier are. Now they're flickering and suffering from steady nosebleeds. Something significant changed when Liz opened that Tear. They're back from the dead, but not quite alive. You can either let them be or shoot them dead again. The choice is yours.



Test out your first Vox weapon on the Founders who attack with batons in the club.

Cut back through the dressing rooms to the theater, and watch as a large number of Founders suddenly starts to attack. This is no audition—these men mean business! The Tears you had access to are gone, and Booker is left to battle them with his newfound Repeater and Vigors. The addition of the Founders isn't the only change, however. The upper office is no longer gated, and you can now loot the **Gear** and safe (three lockpicks) from within it.

PLAZA OF ZEAL

The gate leading back up the road directly to Chen Lin's shop is sealed tight, forcing you to loop around the plaza in a clockwise direction. Equip Possession and Bucking Bronco, Devil's Kiss, or Murder of Crows, and head out the left-hand gate. Immediately cast Possession on the enemy that is on the stairs outside of the Shantytown entrance to the right, then head left toward the stacks of logs. Locate the **Voxophone** in the far corner, and use the Dollar Bill machine to stock up on ammo.

Booker won't be able to leap to any of the freight hooks above the road, but there is plenty of cover. The only problem is that there is a Beast firing a Volley Gun at Booker from the distance. Use Bucking Bronco or Murder of Crows along with the Hand Cannon to fight your way up the road. Stick to the cover on the far left, near the wooden boardwalk, and try to take Possession of the Beast when you get a chance.

There's a Tear for a Volley Gun on the left and another for Medical Kits in front of the clock store, should Booker need them. Use Possession on the Beast atop the stairs near the service elevator entrance, then run up those very same steps and take cover near the railing. Cast Devil's Kiss at the group of enemies down on the street below, then gather up some Salts and cast Possession on the Gun Automaton in the distance, near the entrance to the Gunsmith Shop.



Possess the Gun Automaton now positioned outside the Gunsmith Shop, then make a dash for the building.

GUNSMITH SET FREE!

This Kinetoscope sits to the right of the Minuteman's Armory machine in the lobby of the Good Time Club, but only after you've opened the Tear in Chen Lin's cell. Be on the lookout for Kinetoscopes and Voxophones in areas where they weren't in the other Columbia.





Voxophone

THE INVISIBLE COLOR

AUTHOR: Daisy Fitzroy

DATE: February the 12th, 1912

LOCATION: Plaza of Zeal

One day, ain't nobody notice me. Then they I done for Lady Comstock, and, well—everybody noticed me. I head to Finkton, and I hide. I hide deep. The more they look, deeper I go. Only thing a colored child can count on is the fact they invisible.



GUNSMITH SHOP

Ascend the stairs inside the shop to find an empty workshop (no machinery at all) and a flickering vision of the machinist, Chen Lin. Speaking to him doesn't yield any information other than that you should talk to the lady downstairs. Descend the stairs to the shrine devoted to the Prophet and speak to the lady. It's Mrs. Lin, but she's no longer the short Chinese woman you met earlier. This alternate Mrs. Lin says that the police took Chen's tools and impounded them in Shantytown.



Chen Lin is alive and free, but his tools are locked up at the Bull House Impound.

FIND THE POLICE IMPOUND

Exit the Gunsmith Shop and loop back around to the other side of the Plaza of Zeal, then fight your way past the Founders to the building with the spray-painted Shantytown sign. Pull the lever opposite the vending machines to slide the freight out of the way. Doing so gains you access to Shantytown (the freight now blocks Booker's path back to the Plaza of Zeal and must be moved again when it's time to exit).

PATH TO SHANTYTOWN

Open the Tear for the Gun Automaton on the upper ledge to the right, then use Possession on the Beast that patrols the overhead walkway with the RPG. He'll be able to rain fire down on the numerous enemies in the courtyard, including those making their way toward Booker. Watch your Gun Automaton closely, and immediately open the Tear for the Cover in the center of the road if it is destroyed.



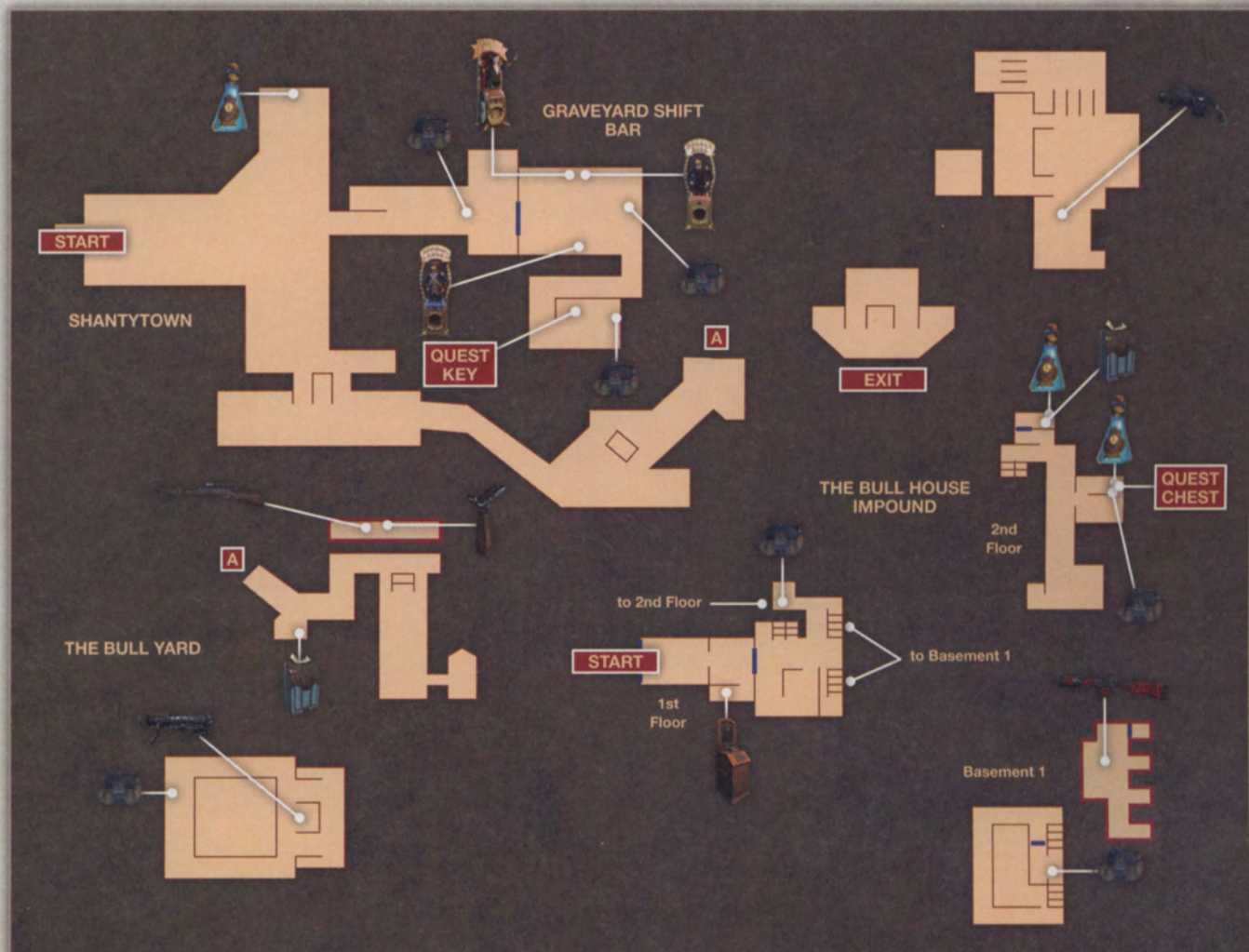
The Gun Automaton distracts the Founders, leaving Booker free to snipe them with ease.

One of the more rewarding ways of dispatching the Founders in this area is to use the leaking pipes to your advantage. Fire a blast of Shock Jockey at the water pouring from the pipes in the center of the area to trap and electrocute any foe that comes forward. Shock Jockey takes on lethal potency when combined with water. Open the Tear for the freight hook high on the left, and leap to the floating billboard platform to snag an RPG and some additional ammo if you want it. Note the location of the Vigor behind the locked steel gates inside the office near the elevator. You'll be able to access it on your way back through here in a few minutes.



Cast Shock Jockey at the leaking pipes to electrocute your enemies!

SHANTYTOWN



FIRST ENCOUNTERS

Founder (Hand Cannon)

NEW WEAPONRY



Burstgun Carbine

COLLECTIBLES



Infusions

3



Kinectoscopes

1



Voxophones

7



Telescopes

1

FIND CHEN LIN'S TOOLS

SHANTYTOWN

Make your way down the road, past the poverty-stricken homeless of Shantytown, and turn left to find an **Infusion** behind the counter at a food rationing point. There's no way to get this Infusion without spilling blood during this initial trip through Shantytown (you can risk waiting until later if you'd like), so go ahead and unleash your Bucking Bronco attack to knock the crowd into the air, grab the vial, then open fire on the two men manning this black market shop.

Descend the stairs at the end of the road and enter the Graveyard Shift Bar. The upper level has all three types of vending machines, as well as a Shotgun-wielding barkeep who won't hesitate to open fire if you try to search any crates or grab a Salt Phial. Head on down to the basement, where there are no watchful eyes.

Pick up the guitar leaning against the chair to enjoy a brief reprieve from the gloom and sorrow of Shantytown. Locate the **Voxophone** in the basement, and pick up the **keys** from atop the barrel in the corner. These keys prove to be useful soon enough.



The two men with the suspenders attack once Booker takes the Infusion, but they pose no real threat.



Pick up the guitar in the corner of the basement to hear Elizabeth sing a song.

Voxophone

FANNING A FLAME

AUTHOR: Daisy Fitzroy

DATE: February the 12th, 1912

LOCATION: The Graveyard Shift

When you forced deep underground, well—you see things from the bottom up. And down at the bottom of the city, I saw a fire burning. A fire's got heat aplenty, but it ain't got no mouth. Daisy... now, she got herself a mouth big enough for all the fires in Columbia.



Exit the Graveyard Shift Bar and head back the other way, toward the steps leading down to where an angry crowd has gathered around a vending machine. Open the Tear for the Food Sacks to the right as a distraction; otherwise, you'll have to fight (i.e., kill) the bystanders to obtain the Silver Eagles scattered nearby the machine.

The people of Shantytown have scoured nearly every inch of their home in search of food and valuables. Don't expect to find much as you make your way through this depressing place. Descend the road toward the encampment up ahead, and locate the **Gear** at the entrance to the Bull Yard.



Open the Tear for the Food Sacks to distract the crowd from the Silver Eagles by the vending machine.

DESTROY THE DEFENSE TURRETS

THE BULL YARD

The Bull Yard is crawling with heavy-armored Founders, a Motorized Patriot, a Gun Automaton, and two massive defense cannons. Needless to say, if you're going to breach the security of the Police Impound facility, you had better have a plan!

Kick off the battle by using Possession on the Founder patrolling the area directly below the ledge where Booker first enters the Bull Yard. Shoot any remaining Founders down below with the Volley Gun, then leap to the balcony high on the left, via the freight hooks. Here, you can find a **Telescope** and a Sniper Rifle. Use the Sniper Rifle to take out the heavy Machine Gunners in the distance, especially any that have a Hand Cannon. Provided the defense turrets haven't been activated yet, try to cast Possession on the Motorized Patriot that appears so it can eventually destroy the Gun Automaton or vice-versa.



Use the Sky-Hook to reach the Sniper Rifle by the Telescope, and snipe the enemies on the dock below.

There are two Sky-Lines in the area that rise and dive as they loop around the area between the two buildings flanking the main path to the police station. They roughly parallel one another, but one track rises high to the building on the right and through the lower section of the left-hand building, whereas the other track does the opposite.

Explore the two Sky-Lines and the buildings nearby to find four Tears that you can utilize. The roof of the left-hand building (when facing the police station) leads to a Rocket Automaton, which unfortunately is instantly destroyed if the defense turrets are still active. To destroy them, you're going to have to get a hold of an RPG or make frequent use of a Hand Cannon or Sniper Rifle.



The balcony to the left of the one with the Telescope serves as a nice spot for targeting the defense turrets.

TELESCOPE

This Telescope peers out across the Bull Yard to the entrance to the Columbia Authority police station. You can access it right away if you want, but it's better to wait at least until after you've destroyed the defense turrets. Use the freight hooks above the balcony to reach it.



Open the Tear for the Mosquito flying around near the cannons and ride the Sky-Line to the roof on the right-hand building. Open the Tear for the RPG, and start shooting at the defense turrets. Consider riding the Sky-Line to the lower level of that same building so you can have Elizabeth open the Tear for the Medical Kits. Keep close to them, use the available cover, and continue firing Shock Jockey and the RPG at the defense turrets. Use Bucking Bronco and the Hand Cannon or Repeater to make quick work of any Founders that ride the Sky-Lines up to Booker's position.



Fire the RPG at any crowds you see, especially if there's a Motorized Patriot in their midst.



The Mosquito proves even more helpful once you've destroyed the defense turrets.

Voxophone

TRAPPED

AUTHOR: Preston E. Downs

DATE: July the 5th, 1912

LOCATION: The Bull Yard

Well, Fitzroy—you... you got a low cunning in ya, if nothing else. Dropped a couple grizzly traps 'round the lines up here. Idea was to... to bleed one of your couriers till he gave you up. 'Cept, of course, you're using kids now. Now I got this... tiny Injun boy, eyeballing me. Had to take his leg off. Damn thing's just lying here between us. I sure wish he'd cry or something.



FIND THE CONFISCATED TOOLS

FITZROY SPOTTED!

The lobby of the Bull House Impound is completely empty of foes. Use this opportunity to search the office on the right for the Kinetoscope between the desks.



THE BULL HOUSE IMPOUND

The interior is empty of enemies and completely silent at first. Take a moment to search the offices, then advance to the main lobby where numerous Founder Police are stationed.

Keep low and duck into the office on the right as soon as Booker passes through the doors. Have Elizabeth open the Tear for the Crank Gun, then turn and have her open the Tear for the Cover in the center of the hall. Use the Crank Gun together with Murder of Crows to mow down the Founder Police as they charge out of hiding. They'll come from the center office, up the stairs on the left, and from both sets of stairs leading to the basement. Head to the opposite side of the Cover Elizabeth opened, as a Motorized Patriot is going to enter through the doors behind Booker. Switch to Shock Jockey, and take it out!



The Founders are no match for Murder of Crows and the Crank Gun!

Voxophone

TERMINATED

AUTHOR: Daisy Fitzroy

DATE: February the 12th, 1912

LOCATION: The Bull House

They argued somethin' fierce at night—Lady Comstock and the Prophet. Could never make out what it was about from my bunk, though. After the worst, I seen she ain't left for morning prayer... so I crept upstairs to check in on her. And like a fool... I lingered. "Scullery maid" was what they called me when I walked into Comstock House. "Murderer" was what they shouted when I ran out.



The confiscated tools are in the basement, but there's a lot of good stuff to find on the main floor and upstairs. Give the Bull House Impound's upper floors a thorough search to make sure you find the two **Voxophones**, **Gear**, and an **Infusion**. You'll need Elizabeth to unlock the door to the storage room on the second floor (five lockpicks), but it's worth it for what's inside. There are usually some additional Founder Police milling around in the locker room upstairs, so keep your guard up.

EVIDENCE LOCKER

The center office on the second floor contains a large blue storage chest—the evidence locker alluded to in Private Wilbur Sykes' Voxophone recording. Wilbur somehow left the key to the chest over at the Graveyard Shift Bar; perhaps you found it already? The keys are located in the basement of the bar, on a barrel in the corner opposite the guitar. Use the key to unlock this chest to gain another **Infusion**.



Voxophone

THAT GODDAMN KEY

AUTHOR: Private Wilbur Sykes

DATE: July the 5th, 1912

LOCATION: The Bull House

There's the job, and there's life. They pay me to hate the goddamn Vox, and I take their money, but... what's the harm of having a drink with Fitzroy's people? Face to face at the Graveyard Shift, why, they're... they're just folk. Hell, I guess I fell into the goddamn bottle, because I stumbled back without the evidence locker key. If Schmidt finds out... well, there'll be hell to pay.



THE IMPOUND

Descend the stairs in the lower level of the Police Impound until you reach the basement, where the gunsmith's tools have been locked up. There's no way to physically move them back to the shop, but Elizabeth spots another Tear, one in which the tools aren't there. Instruct her to open the Tear; the gunsmith's tools are instantly replaced by crates of confiscated Vox weaponry. Swap out one of your weapons for the **Burstgun**, the Vox's burst-fired take on the Carbine Rifle. Head back upstairs, but be sure to grab the **Voxophone** that now sits on the table.



Opening this Tear changes everything. Be on the lookout for new Voxophones in places where they weren't minutes ago—it's quantum.



ARMED REVOLT

When Booker first arrived in Finkton, the gunsmith Chen Lin was dead. Then you opened a Tear to a reality in which he was alive, but his tools were confiscated. This second Tear yielded a reality in which Chen Lin was free to carry out his trade—and the Vox were given the arsenal they so desired. Head back up the stairs and collect the **Voxophone** from the desk in the hallway before exiting the station.





Voxophone

KINDLING

AUTHOR: Daisy Fitzroy

DATE: July the 13th, 1912

LOCATION: The Impound

You ever see a forest at the beginning of a fire? Before the first flame, you see them possums and squirrels, running through the trees. They know what's coming. But the fat bears with their bellies full a'honey, well—you can't hardly wake them up from their comfortable hibernation. We're going to Emporia. And then, we gon' see what it takes to rouse them from their slumber.



RETURN TO THE GUNSMITH

SHANTYTOWN

Return the way you came to the Bull Yard, where a full-fledged war is taking place between the Vox Populi and the Founders. The Vox Populi are clad in red and will not fire on you—the reasons become clear soon enough. Use the Sky-Lines to cross the yard and use Possession on the Gun Automaton on the far side, below the Telescope you saw earlier. Finish off any remaining Founders, and lead Elizabeth back through Shantytown to the elevator leading back up to Finkton Proper. Be sure to inspect the area around the Graveyard Shift Bar for two **Voxophones** that weren't there during your earlier visit.



Cast Possession on the Gun Automaton on the left, then assist it in defeating the armored Founders.



Voxophone

THAT ETERNAL SHORE

AUTHOR: Hattie Gerst

DATE: July the 25th, 1908

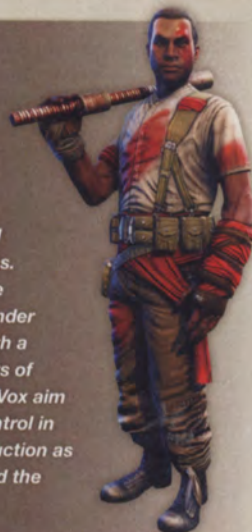
LOCATION: Shantytown

Samuel, when the spells of anger come, I want you to play this recording and remember that I am the proudest woman in Columbia to have been your wife. They said your soul was choked by the fumes in that metal box, but this I do not believe. And we shall meet again, on that eternal shore—both of us whole and smiling. I love you. I love you. I love you.



The Vox Populi

The Vox Populi—Latin for "Voice of the People"—is the group opposing the Founders. Their leader is Daisy Fitzroy. The Vox Populi first began as a small underground group that worked to protect the rights of the working class. Following an inciting event in China, the Vox Populi staged protests against Founder oppression. The Founders retaliated with a violent lockdown in the lower-class parts of the city, such as Shantytown. Now, the Vox aim to destroy industry and government control in Columbia. They see these acts of destruction as revenge against the Founder regime and the delivery of their political message.



Exit the elevator and grab the **Charge** Vigor from the looted storage cabinet inside the office. Charge allows Booker to essentially harness the power of a tornado and fly through the air to melee attack an enemy from afar. It's exceptionally powerful for both attacking faraway adversaries and enabling Booker to move swiftly across the battlefield. Access to that Vigor wasn't the only thing that changed!



Charge allows Booker to instantly fly through the air like a tornado to melee a faraway foe.

Round the corner and immediately open the Tear for the Gun Automaton on the left. The same Tears available to you earlier, here on the Path to Shantytown, are back. This time, however, there's a police barge on the upper right, near the freight hook. Let the Gun Automaton do what it can, then open the Tear to the freight hook and use it to Sky-Line Strike any remaining Founders on the barge. From atop the barge, you should try out Booker's new Charge Vigor on any remaining enemies. Reopen the Tear for the Gun Automaton, and continue to the Plaza of Zeal.



You'll have to rev up the Charge Vigor longer to use it against heavy enemies like this Beast.

The battle is every bit as intense in the Plaza of Zeal. Quickly leap to the freight hook directly in front of Booker, dismount onto the awning facing the Good Time Club, and drop off the other side to quickly reach the Gunsmith Shop. Once there, investigate the bodies on the floor of the entryway and collect the **Voxophone** on the shelf to the left—it's a new Voxophone that wasn't present in the previous realities.



Voxophone

ALL DEBTS PAID

AUTHOR: Booker DeWitt

DATE: July the 7th, 1912

LOCATION: The Great Chen-Lin, Gunsmith and Machinist

Looks like I got a friend in town after all... Slate. He's fell in with these "Vox Populi." And for irregulars, I will say—they are loaded for bear. Problem is, I got to help them with their damn revolution first... then we take Comstock House by storm. I do that, I get the girl.



Voxophone

DRAWING DEAD

AUTHOR: Booker DeWitt

DATE: July the 6th, 1912

LOCATION: The Graveyard Shift

"Bring us the girl and wipe away the debt. As plans go, I'd seen worse—except this girl was already gone. Monument Island's a damn ghost town. Seems like they evacuated her when they heard I was here. An old friend told me Comstock spirited her off to that fortress of his. As a one-man job, this just went from bettin' on the river to... drawing dead."



The Vox Populi

The Vox Populi, recognizable by its trademark red colorings, is a workers' movement in Columbia. Led by Daisy Fitzroy, the Vox Populi has taken up arms against prophet Zachary Comstock and the Founders, the private citizens of Columbia. Where the Founders are upper class and predominantly white, the Vox are poor, and much more ethnically diverse. In developing the look of the Vox Populi, we used the color red to represent them and set them apart from the Founders. We also gave them a more working class feel; overalls, welding gloves, ripped clothes, all adorned with the color red somewhere on their body.

Shawn Robertson
Animation Director



RECLAIM THE FIRST LADY AIRSHIP

PATH TO THE FACTORY

The Vox Populi have just about cut through the locked entrance to the factory. Follow the mob through the gate to the flaming interior, and wait while the rebel with the blowtorch cuts through the interior door.

Follow them onto the lengthy exterior platform and immediately use Possession on the Gun Automaton nearest Booker. Open fire on any Founders close by, and push across the bridge alongside the Vox Populi forces. Make sure the Gun Automaton is destroyed before Booker runs past it so that it doesn't fire on his blindside. Open the Tear for the Rocket Automaton in the center of the area, and take cover to the left of it. Keep a safe distance, look for an RPG to pick up, and use Possession, Shock Jockey, and your heavy firepower to destroy the Gun Automaton and Motorized Patriot at the far end of the pathway.



Cast Possession on the Gun Automaton on the right, and use the available Sniper Rifle to pick off a few enemies before advancing.



Open the Tear for the Rocket Automaton, but be ready to open another Tear to start its cooldown the moment it gets destroyed.

The Vox can't cut the gate leading to the factory entrance with the zeppelin circling overhead—it's up to you to take it out! You don't have enough firepower to destroy it outright, so you're going to have to sabotage it. Leap to the Sky-Line and ride it all the way up and around the back of the buildings to the wing on the other side of the zeppelin. It's a very lengthy ride on a Sky-Line, so be patient and wait to Sky-Line Strike an enemy on the wing.

Cast Possession on the Gun Automaton on the side of the zeppelin, and rush past it to enter the zeppelin. Cast Possession on the Motorized Patriot far to the right, then set about picking off the heavily armored Founders standing watch over the engine. Stay behind the cover near the control terminal, and dispatch them with Vigor combinations and your RPG or Burstgun.

Approach the engine at the rear of the zeppelin interior, and use the Sky-Hook to cut the cables. This sends the zeppelin into a tailspin. Head out onto the side of the ship opposite the one Booker entered, and wait for a freight hook or Sky-Line to come into view, then leap to it to get off the zeppelin before it crash-lands.



The perfect dismount!



Be patient and wait for a Sky-Line to come within view. You may need to leap onto the rail of the zeppelin to get a better view.

Follow the Vox Populi up the stairs to the factory entrance, but don't let the crowd's excitement carry you past the **Telescope** perched atop the stairs. Give the rest of Finkton Proper one final look before heading inside.

TELESCOPE

Ascend the stairs from the gondola, and take a moment to use the Telescope near the railing. This set of high-powered optics grants you a great view across the sky, looking back at the spires of Finkton's buildings.



THE FACTORY

TAKE BACK THE FIRST LADY AIRSHIP

The Vox are launching a full-scale assault on the Finkton Factory and have every intention of taking it down. Follow them through the doors up ahead, and quickly cast Possession on the Rocket Automaton across the room. Sprint past it on the right, toward the next door, then turn and destroy it with Shock Jockey and the Burstgun once the Possession wears off. You won't have to worry about it turning and firing on Booker, as it is too busy targeting the Vox Populi.



Possess the Rocket Automaton, then attack its blind-side from around the corner. Otherwise, enter the next room.

FIRST ENCOUNTERS

Vox (Baton)
Vox (Pistol)
Vox (Machine Gun)

Vox (Shotgun)
Rocket Automaton

NEW VIGORS



Undertow

COLLECTIBLES



Infusions

1



Voxophones

2



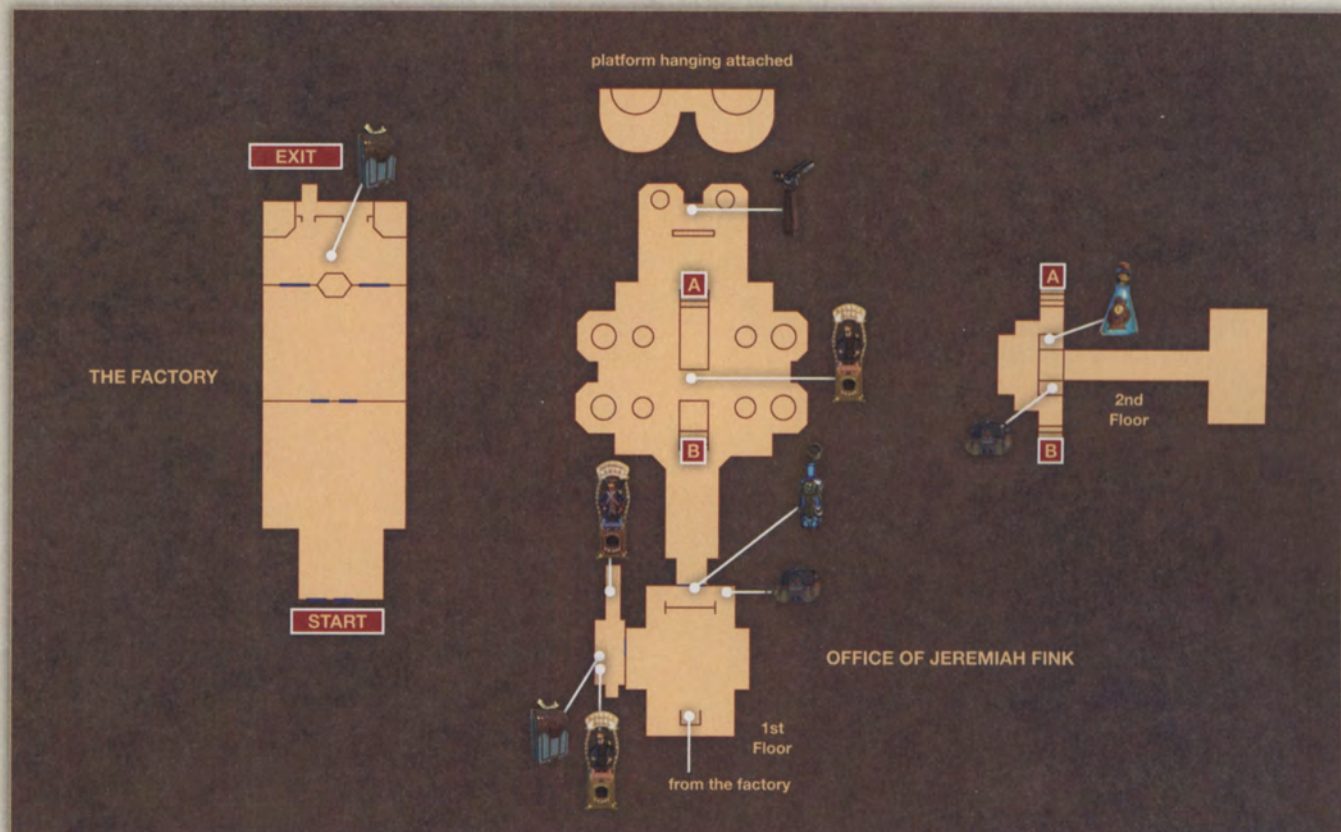
Kinectoscopes

-



Telescopes

1



Grab the **Gear** that had fallen off the dolly and ride the elevator up to Fink's office. The glass doors of the elevator provide you with an excellent view of floor after floor of manufacturing: Vigors, Salts, turrets, vending machines, and even teddy bears. Fink makes the stuff that Columbia wants. Answer the phone when the elevator stops—it's Daisy calling to tell you her Vox won't be taking it easy on you anymore.

OFFICE OF JEREMIAH FINK

Open fire on the Vox outside the elevator door, before they have a chance to get the drop on Booker. Kill the lot of them, then head behind Fink's desk to gather up nearly a thousand dollars in Silver Eagles, Gold Bars, Silver Bars, and purses. Use this newfound fortune to upgrade your Burstgun and Hand Cannon (or preferred weaponry) via the Minuteman's Armory machine in the room to the left. Also, grab the piece of **Gear** behind the Dollar Bill vending machine while you're there.

Collect the **Voxophone** and the **Undertow** Vigor near the exit before you leave. Undertow allows Booker to emit a blast of water that can knock enemies off ledges, Sky-Lines, and barges. It can also be used to yank enemies towards him. It's a perfect way to thwart lots of foes without spending any ammo! Have Elizabeth unlock the gate behind the desk and step out onto the distribution platform.

MINUTEMAN'S ARMORY: NEW STOCK!

Item	Description	Price
Hand Cannon: Reload Increase	Increases Hand Cannon reload speed by 50%.	\$656
Hand Cannon: Damage Boost 1	Increases Hand Cannon damage by 25%.	\$448
Carbine: Recoil Decrease	Decreases Carbine recoil by 60%.	\$333
Burstgun: Damage Boost 1	Increases Burstgun damage by 25%.	\$423
Pistol: Damage Boost 2	Increases Pistol damage by 25%.	\$199
Machine Gun: Damage Boost 2	Increases Machine Gun damage by 25%.	\$236
Sniper Rifle: Damage Boost 2	Increases Sniper Rifle damage by 25%.	\$349



The incredibly rare Gold Bar is worth 500 Silver Eagles!





Voxophone

A CHILD NEEDS A PROTECTOR

AUTHOR: Jeremiah Fink

DATE: October the 4th, 1895

LOCATION: Office of Jeremiah Fink

These holes have shown me yet another wonder, though I've yet to see the application for it. They illuminate a merger of machine and man that is somehow the lesser, yet the greater, of both parties. The process seems to be irreversible. Perhaps, though, Comstock will have some need of this kind of thing to keep watch in that tower he is building.



Step out onto the cargo distribution platform, and follow Elizabeth up the stairs to Daisy. Daisy may have gotten her guns, but she's not about to give you the First Lady Airship. In fact, her Vox Populi army is about to attack in great numbers. Leap to the freight hook off to the left, and wait for the first of several Vox Populi barges to pull within range. Jump to the barge and use Undertow to knock the Fireman and other Vox right off the edge!



The Undertow Vigor emits a powerful blast of water that can knock multiple Vox to their death.

Leap to the Sky-Lines and ride the oval-shaped track around the perimeter of the area until you see more Vox Populi. Vault into a Sky-Line Strike, then turn and blast them off the platform with Undertow. This is a good time to equip any Gear you have that boosts Booker's abilities while using Sky-Lines. Newton's Law, Death from Above, and Nor'easter are particularly useful!

Open the Tear for the Tesla Coil on the rear of the platform if within range, since it helps to stun any Vox Populi that approach (and helps contribute to the "Hazard Pay" bonus). Sweep the decks clear of Vox with Undertow and your Burstgun while trying to maintain a moderate supply of Salts.



Elizabeth does her best to stay close so she can continue to toss you supplies.

It won't be long before Elizabeth warns of a Handyman attack. The Handyman is susceptible to Undertow attacks, though he won't be knocked back. Stay on the move and pepper the Handyman in the heart with your Burstgun or RPG attacks. The Handyman is capable of leaping onto the Sky-Line and electrocuting the entire track. Provided you manage to keep an eye on his position, it's possible to use this attack against him. Ride the Sky-Line until he finally leaps onto it, and listen for him to yell for Booker to get off. That's your cue that he's about to electrocute the rails. Dismount the Sky-Line, and open fire on him while he jolts the tracks with electricity. The Handyman can't cut this attack short, nor can he move once he starts the maneuver, thus leaving him a sitting duck for your attacks.



The Tesla Coil not only harms the Handyman, but it helps keep nearby Vox from attacking Booker.



Hit the Handyman with RPG rockets while baiting him to leap up and electrocute the Sky-Line.

Take out the Handyman, then head up the stairs to the upper level in time to assist Elizabeth. Follow her instructions to gain entry to the boarding platform for the First Lady Airship. But before you board the ship, make sure to find the **Telescope** on the front of this platform and the **Infusion** and **Voxophone** in the rooms on either side of the hall leading to the airship.

TELESCOPE

This Telescope is on the far end of the distribution platform. Don't worry about using it during the battle with the Vox, but make sure you pay it a visit before boarding the First Lady.



Voxophone

APOLOGY

AUTHOR: Booker DeWitt

DATE: July the 14th, 1912

LOCATION: Office of Jeremiah Fink

[Coughs] Fitzroy... you win this fool war, you send this to New York. [Bloody Coughs] They ain't gettin' the girl. Whoever they are— [Winces] Maybe I did right by you and the Vox, but in the end... that don't square anything. Anna... Anna... I'm sorry...



BOARD THE FIRST LADY

Follow Elizabeth down the corridor into the First Lady Airship. Knock on the cabin door on the right, then head to the console and set a course. Elizabeth will meet you by the controls once she's slipped into some fresh clothes. Adjust the setting when prompted to bring this leg of the journey to an end.



WORKING CLASS HERO

You've had quite a day. Deposited on the docks of Beggar's Wharf just hours ago, you somehow managed to not only find Elizabeth, but alter both the time-space continuum and arm a rebellion the likes of which Columbia has never seen—and in the process made Booker, or at least the memory of a past Booker, into a martyred hero.



Where will Booker steer the First Lady this time?

FAMILY REUNION

EMPORIA

FIRST ENCOUNTERS

Vox (Carbine)
Vox (Hand Cannon)

Vox Beast (Hail Fire)

NEW VIGORS



Return to Sender

NEW WEAPONRY



Hail Fire

COLLECTIBLES



Infusions

2



Voxophones

5



Kinectoscopes

1



Telescopes

1

Assist Elizabeth in opening the First Lady's hatch, and hurry toward the odd couple playing the piano. Elizabeth runs to them and tells them to stop, which they eventually do after realizing the piano isn't in tune. The male twin hands you a postcard detailing the Songbird Defense System. Take the card and push the piano out of the way to escape the crash site.



Help Elizabeth escape the crashed airship, and push the piano out of the way to continue.

GO TO COMSTOCK HOUSE

PROSPERITY PLAZA

The tree-lined neighborhood of Emporia is evacuating as fear of the Vox Populi sweeps throughout Columbia. Citizens are lined up with their possessions, trying to clamber aboard barges that are already straining under the load. Some will survive to escape; others will be left behind to suffer their fate.

Scour the area's bags and garbage cans for usable items, and make your way along the terrace to the Minuteman's Armory vending machine in the tunnel on the right. Purchase the Sniper Rifle Damage Boost 2 upgrade if you're carrying a Sniper Rifle; otherwise, upgrade whatever Machine Gun you're carrying, or (better yet) the RPG.



Comstock House lies far off in the distance, on the other side of Emporia.

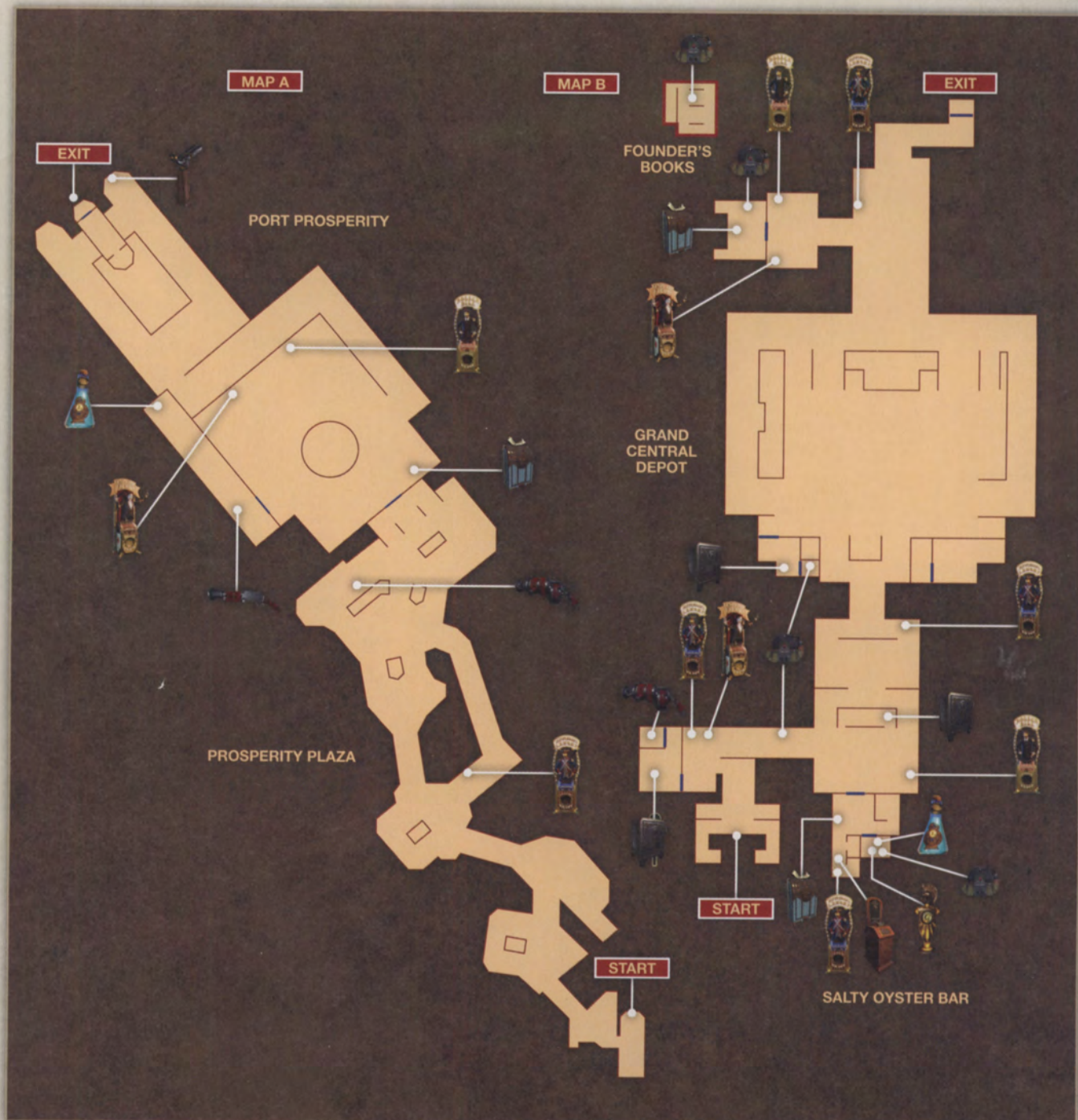
Climb the stairs on the right, toward the sounds of a Vox mugging a civilian. Open fire on the Vox, then have Elizabeth open the Tear for the Mosquito in the distance. There are a number of Tears in this area, but the two you should focus on are the Mosquito and the Medical Kits directly ahead of you. A Vox Beast in heavy armor intensely guards the path ahead. This enemy is not only hard to kill, but it is also equipped with the Hail Fire weapon, which is the Vox equivalent of the Pig Volley Gun.



Maintain an elevated position, and try to shoot the Vox Beast that the Mosquito is targeting.

MINUTEMAN'S ARMORY: NEW STOCK!

Item	Description	Price
Repeater: Recoil Decrease	Decreases Repeater recoil by 50%.	\$711
Heater: Reload Increase	Decreases Heater reload time by 50%.	\$752
RPG: Damage Boost 2	Increases RPG damage by 25%.	\$385
Hand Cannon: Damage Boost 2	Increases Hand Cannon damage by 25%.	\$448
Shotgun: Damage Boost 2	Increases Shotgun damage by 25%.	\$255
Carbine: Damage Boost 2	Increases Carbine damage by 25%.	\$357



The Vox destroy the Mosquito quickly, but don't worry. Open another Tear in the area and wait for the Mosquito's Tear to return, and then open it again. Maintain the elevated position on the right-hand walkway and use Undertow, Murder of Crows, and Devil's Kiss to hold back the attackers. This is a great place to snipe from if you have the proper weaponry; otherwise, be patient and let the Mosquito and your Vigors do the heavy lifting. Don't hesitate to double-back to the tunnel near the vending machine if you need to take cover while the Shield regenerates.



Open the Tear for the Water Puddle, then use Shock Jockey to electrocute any nearby Vox.

PORT PROSPERITY

Head up the steps and have Elizabeth pick the lock on the door. The main entry hall is empty, so take your time looking around. Open the Tear for the freight hook over the door Booker enters from to reach the piece of **Gear** atop the scaffolding. Be sure to have Elizabeth pick the lock on the gate to the left (three lockpicks) to access the Heater and the **Infusion** in the hall on the left.

There are two heavily armored Vox in the hallway in the rear of this room. Put the Heater to work by using Undertow to reel in the enemies one by one, then blast them at point-blank range with the Heater. This one-two punch can kill all but the most dominant foes with a single squeeze of the trigger.



Go fishing with Undertow and the Heater!

TELESCOPE

The Telescope is on the right-hand edge of the Port Prosperity gondola platform. It's down the stairs from the Motorized Patriot. Be sure to use it before riding the gondola.



Head outside to the gondola platform, and open the Tear for the Motorized Patriot on the right. Descend the far stairs toward the **Telescope** and have Undertow and a Repeater or Burstgun on hand. The gondola heading toward Booker is loaded with enemies, including a Motorized Patriot. Blast them with Undertow repeatedly while shooting the Motorized Patriot. Your robotic ally may stay atop the stairs, but it can fire its Crank Gun from above. Continue blasting the enemies with Undertow, both to short-circuit the Motorized Patriot and to knock the others off the platform.



Undertow works just as well as Shock Jockey against the Motorized Patriot and can impact multiple foes at once.

Send Elizabeth to pick the lock on the gondola, and ride it across to Grand Central Depot, one of Columbia's largest gondola stations. Ascend the stairs and sneakily lob a Devil's Kiss fireball at the two Vox standing near the oil slick. This action guarantees a kill and also helps you earn

the "Hazard Pay" bonus. You can ignite the oil slick more than once; keep that in mind for when the next two Vox come strolling in.



Oil slicks amplify the effects of Devil's Kiss and instantly kill most anything caught in the area.

Enter the ticket office on the left to find a safe (three lockpicks to open it) and the **Hail Fire** weapon, the Vox equivalent of the Pig Volley Gun. The Veni! Vidi! Vigor! machine has new stock, although much of it may be a bit out of your price range at the moment.

Continue down the hall into the main gondola station and note the Gun Automaton on the landing above the ticket counter. Raid the safe inside the ticket office (three lockpicks required), as well as the nearby Salty Oyster Bar. The Salty Oyster Bar does contain a few Founders lying in wait, but it's worth dealing with them to access the **Gear** and **Kinetoscope**.



Voxophone

COMING FOR COMSTOCK

AUTHOR: Preston E. Downs

DATE: July the 7th, 1912

LOCATION: Port Prosperity

Mr. Comstock, when next we meet, it won't be to parley. See, I went out to that Hall a' Heroes to scalp your "False Shepherd" for you. Turns out, though—DeWitt speaks Sioux. He helped me swap words with this cripple child I've been uh... looking after. Now after hearing how the kid has fared in your city—I'm thinking, when we take your pelt, I'll let him hold the knife.



Rosalind and Robert Lutece

The Chief Scientist of Columbia, Rosalind Lutece devised the technologies responsible for launching the city into the sky. Her work is believed to involve the study of the mysterious dimensional Tears that have begun appearing, seemingly at random, throughout the city.

Little is known about the twin of Rosalind Lutece, the Chief Scientist of Columbia. The two seem utterly inseparable.



LUTECE'S BROTHER ARRIVES IN COLUMBIA!



This Kinetoscope is located inside the Salty Oyster Bar, between the two restrooms. You'll need three lockpicks to access this Kinetoscope inside the bar.



GRAND CENTRAL DEPOT

Open the Tear for the Gun Automaton atop the stairs to draw several Vox and a Fireman into combat. The Gun Automaton ends up destroyed, but not before it takes out a few of your foes. Use the ticket office for cover, and plant traps around the base of the stairs to finish your adversaries off.

Ascend the stairs to the main lobby of the station and immediately cast Possession on the Motorized Patriot in the center of the room. Note the numerous Tears around the room (including the Medical Kits near the stairs), and open the Tear for the Tesla coil nearest the most enemies. The Tesla coil works much like Shock Jockey and automatically electrocutes any enemies that get too close. You can really take advantage of this by using Bucking Bronco just as an enemy starts to get zapped. This knocks your opponents

into the air and effectively holds them in place for further shock damage. Enemies killed by the Tesla coil count toward the "Hazard Pay" bonus.

Stick close to the stairs that you came up and continue to use the Tesla coils, Bucking Bronco, and your weaponry to dispatch the numerous Vox Populi that attack. Elizabeth calls out a Fireman, the first of two. The same tactic works against the Fireman, but it's also worth hitting him with Undertow and your heavier firepower, such as the RPG from the Salty Oyster Bar.



A Tesla coil, a possessed Motorized Patriot, and the Hail Fire: what more could you ask for?



Stay close to the Tesla coil, and trap enemies in the air with Bucking Bronco for additional damage!

Enter the offices to the left of the Tickets sign and make your way to the back right-hand corner to find a small storage room containing another **Voxophone**. There's also a safe (three lockpicks required) to find in this office. A similar office on the other side of the room contains some valuables, as well.

Instruct Elizabeth to unlock the gate at the far end of the hall, and immediately open the Tear for the Cover directly ahead. There are two Vox Snipers in the area, one on the upper walkway and another on the scaffolding. Hit them with Undertow to knock them off their perch, then take them out at close range. Another option is to blast them with Undertow, then open the Tear for the freight hook near the ceiling above the turnstiles. Leap to the hook, then turn and Sky-Line Strike the snipers.



Use the freight hook Tear to get up above the snipers, then Sky-Line Strike them!

The turnstiles leading out of the area lock behind Booker, so heed Elizabeth's advice and check out the bookstore on the left first (one lockpick). Founders Books contains a piece of **Gear** and two **Voxophones**, one of which makes it possible to access the kitchen in the Salty Oyster Bar. Descend the stairs in the bookstore, and lay a Bucking Bronco or Devil's Kiss trap at the bottom of the stairs for the enemies that come down after you. Listen carefully to the recording on the Voxophone in the lower level of the bookstore.



Voxophone

WHISPERS THROUGH THE WALLS

AUTHOR: Rosalind Lutece

DATE: October the 15th, 1893

LOCATION: Grand Central Depot

The Lutece Field entangled my quantum atom with waves of light, allowing for safe measurement. Sound familiar, brother? That's because you were measuring precisely the same atom from a neighboring world. We used the universe as a telegraph. Switching the field on or off became dots and dashes. Dreadfully slow—but now, you and I could whisper through the wall...



Voxophone

A WINDOW

AUTHOR: Rosalind Lutece

DATE: October the 15th, 1893

LOCATION: Founders Books

Brother, what Comstock failed to understand is that our contraption is a window not into prophecy, but probability. But his money means the Lutece Field could become the Lutece Tear—a window between worlds. A window through which you and I might finally be together.



Voxophone

SALLY

AUTHOR: Ronald Frank

DATE: July the 16th, 1912

LOCATION: Founders Books

Sally! The bastard snuck in while the Vox was shootin' up the place and took my girl! Got her locked up in the Salty Oyster—his hidden closet he keeps all his "treasures." Just need to hit the button under the register to open it, but...



ONE AND THE SAME

AUTHOR: Rosalind Lutece

DATE: October the 15th, 1893

LOCATION: Financial District

You have been transfused, brother, into a new reality, but your body rejects the cognitive dissonance through confusion and hemorrhage. But we are together, and I will mend you. For what separates us now but a single chromosome?



Fight your way back to the Salty Oyster Bar, and press the button beneath the cash register on the bar. This opens the kitchen door (though the button is only present if you found the "Sally" Voxophone at Founders Books). The kitchen contains another **Voxophone**, an **Infusion**, and the **Return to Sender** Vigor, which allows Booker to deflect and/or absorb and fire back incoming bullets.

Put your newfound Vigor to use as you exit the Salty Oyster Bar and fight your way back up the stairs. Head through the turnstile, and approach the locked elevator door on the right. This one can't be picked; it's a combination lock. Elizabeth says most fools keep the combination within 20 feet. Walk to the other end of the hall to the desk nearest the turnstiles to find the combination. Follow Elizabeth back to the elevator and talk to her as she enters the combination. Enter the elevator, and press the button.



Listen to the "Sally" Voxophone, then press the button beneath the register at the bar to access the kitchen.



Use Return to Sender to absorb enemy gunfire, then throw it back at them!



The combination for the door is located on the desk to the left, near the windows.

DOWNTOWN EMPORIA

GO TO COMSTOCK HOUSE

THOROUGHFARE

The elevator you're riding into Downtown Emporia is suddenly hit with stray artillery, where you're given a bird's-eye view of the war raging down below. Leap onto the Sky-Line and quickly dismount to the rooftop below, where the Tear for a crate of Salt Phials is located. Top off your Salt Meter here before riding the Sky-Lines up to the battle.

Those few Founders still trying to defend Emporia from the Vox Populi are fighting a gallant battle, but there are several Vox barges inbound, each containing at least one Beast. Things will get chaotic, and there will be a lot of firepower flying Booker's way, but this is a great battle to really put everything you've learned to work. There are two Sky-Lines, a number of upper balconies and rooftops Booker can leap to, and a variety of Tears that allow Booker to effectively summon a Mosquito, Crank Gun, Medical Kits, and several other weapons.



Ride the Sky-Lines, then perform a Sky-Line Strike at the Vox stationed on the enemy barges.



Voxophone

A CITY, SUSPENDED

AUTHOR: Rosalind Lutece

DATE: August the 10th, 1890

LOCATION: Financial District

I had trapped the atom in the mid-air. Colleagues called my Lutece Field quantum levitation, but in fact, it was nothing of the sort. Magicians levitate—my atom simply failed to fall. If an atom could be suspended indefinitely, well—why not an apple? If an apple, why not a city?



Remember that one of the easiest ways to eliminate the Vox threat is to leap from a Sky-Line into a Sky-Line Strike on their barge, then quickly knock them off with a blast of Undertow. Vox can't fly, no matter how righteous Daisy thinks they are.

A Handyman eventually makes his appearance, but you can use the combating forces to your advantage. Use explosive weaponry to deal splash damage to the Handyman and other enemies while the larger brute is focused on other foes. The Handyman can leap far and wide and is also capable of grabbing the Sky-Lines, but you can stay one step ahead of him by moving along the upper Sky-Line between the rooftop and the upper ledge (above the vending machines). This helps you keep an eye on him, fire the RPG from the Sky-Line down at him, and also bait him into grabbing hold of the Sky-Line while Booker leaps off and fires at him.

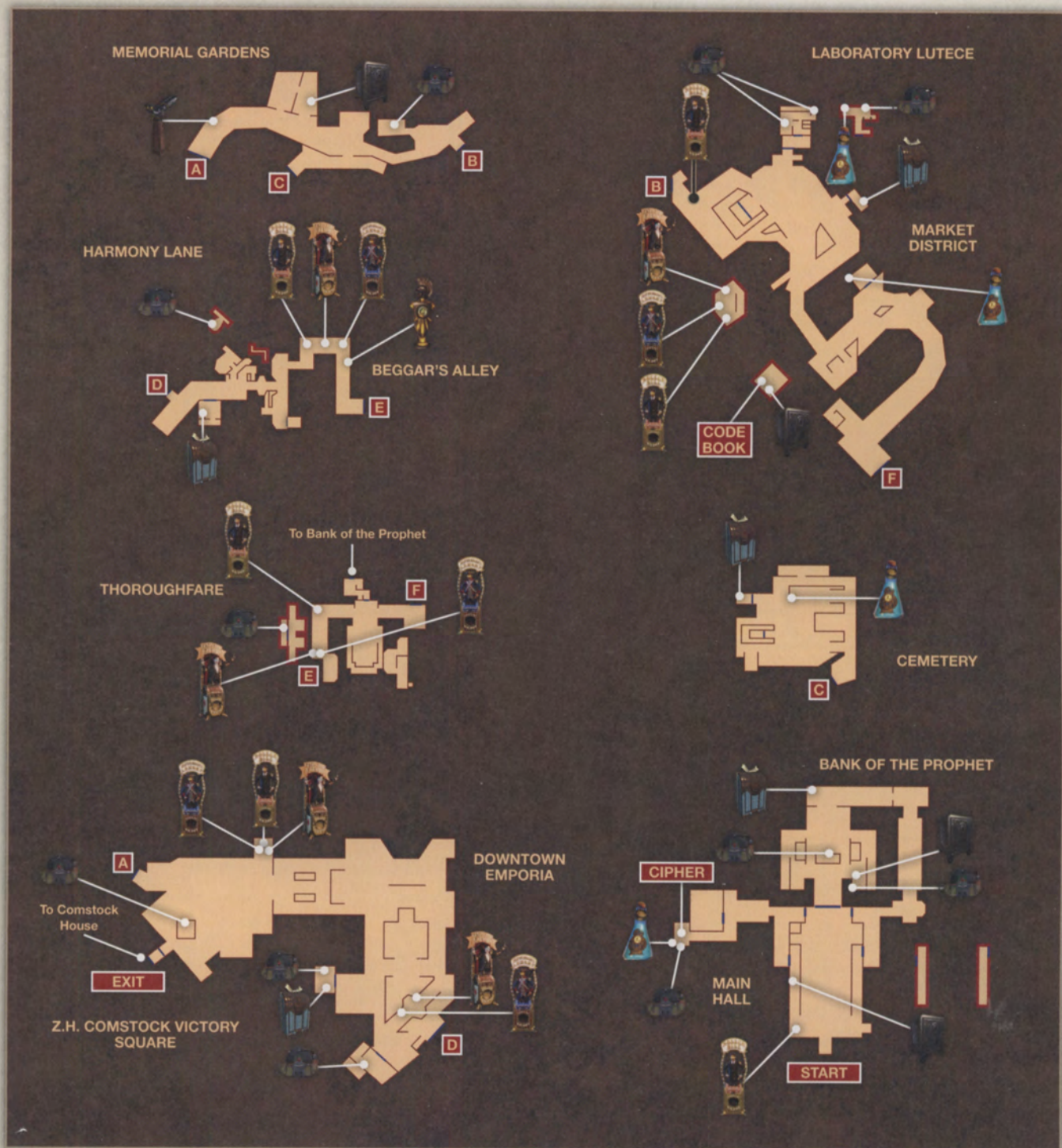
Loot the corpses and lockboxes, then ride the Sky-Line up to the balcony above the vending machines. Unlock the doors to the hallway (three lockpicks required) to find a **Voxophone** Handcannon, and a Heater. The vending machines in Downtown Emporia have new stock, so pay them a visit.



Wait for the Handyman to leap up to electrocute the Sky-Line, then open fire on his heart!



Open the Tear for the Decoy to attract any remaining Vox Populi away from Booker while he fights the Handyman.



FIRST ENCOUNTERS

Siren

COLLECTIBLES



Infusions

3



Voxophones

12



Kinectoscopes

-



Telescopes

1

The Columbia Savings Bank is locked up tight for now (you can go inside the lobby, but that's it), thereby leaving you one of two directions to go: either through Beggar's Alley to Harmony Lane via the left-hand gate, or through the Market District to the right. There will be plenty of time to explore the Market District on your return (you'll essentially have to perform one and one half loops through Downtown Emporia), so take the path nearest the three vending machines first.

HARMONY LANE

Visit the vending machines in quiet Beggar's Alley leading past the shuttered shops, and continue up the stairs on the left. Elizabeth suddenly alerts you to a sniper on the rooftops in Harmony Lane, and he's not alone! There's a sniper high above the ground in the distance. The glimmer of his optical scope gives away his position. Open the Tear for the Sniper Rifle near the sign, and take cover. Use the Sniper Rifle and Return to Sender for protection, and take out the four Vox snipers manning the rooftops in the distance. Open the Tear for the Decoy in the center of the walkway, and stick close to the sign for protection. The snipers run around and take cover, so follow them with the scope and wait for a clean shot.



Elizabeth often identifies the enemy sniper with an on-screen icon.

MINUTEMAN'S ARMORY: NEW STOCK!

Item	Description	Price
Hail Fire: Radius Increase	Increases Hail Fire explosion radius by 100%.	\$415
Burstgun: Recoil Decrease	Decreases Burstgun recoil by 60%.	\$822
RPG: Speed Boost	Increases RPG projectile speed by 100%.	\$333
Volley Gun: Radius Increase	Increases Volley Gun explosion radius by 50%.	\$536
Volley Gun: Damage Boost 2	Increases Volley Gun damage by 25%.	\$522
Burstgun: Damage Boost 2	Increases Burstgun damage by 25%.	\$423
Repeater: Damage Boost 2	Increases Repeater damage by 25%.	\$416
Hail Fire: Damage Boost 2	Increases Hail Fire damage by 25%.	\$688

Item	Description	Price
Heater: Damage Boost 2	Increases Heater damage by 25%.	\$554
Shotgun: Spread Boost	Increases Shotgun cone width by 20%.	\$360
Hand Cannon: Recoil Decrease	Decreases Hand Cannon recoil by 20%.	\$350
Volley Gun: Clip Increase	Increases Volley Gun clip size by 100%.	\$740
Burstgun: Ammo Increase	Increases Burstgun reserve ammo by 50%.	\$672
Repeater: Clip Increase	Increases Repeater clip size by 100%.	\$449
Heater: Spread Boost	Increases Heater cone width by 20%.	\$467
Hail Fire: Clip Increase	Increases Hail Fire clip size by 60%.	\$399

Hold onto the Sniper Rifle a little longer. Take your time poking around Harmony Lane's abandoned homes and shops, but keep your eyes out for the occasional baton-wielding civilian. You'll find a **Voxophone** in the wine cellar on the right-hand side of the street and a piece of **Gear** upstairs inside the shop on the left.



BEYOND REDEMPTION

AUTHOR: Lady Comstock

DATE: December the 28th, 1894

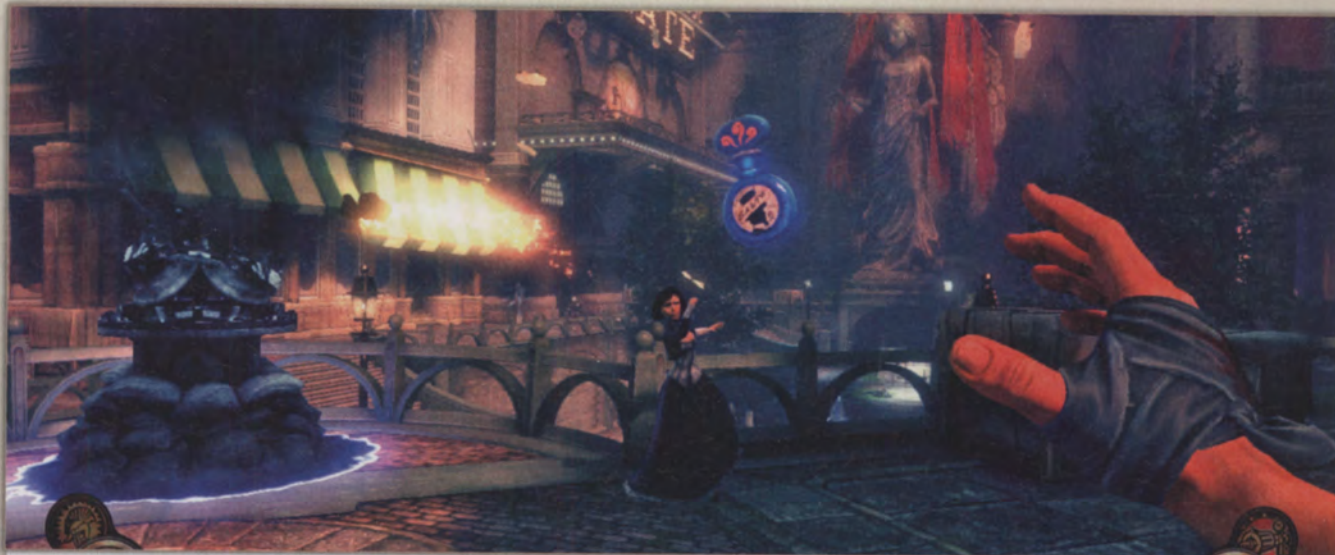
LOCATION: Harmony Lane

Tonight, the Prophet moved against his political enemies. He preaches mercy, but 40 souls lie tonight dead, in unmarked graves. If a man was ever unworthy of grace, it would be my husband. But when I was beyond redemption, he offered it anyway. How can I deny forgiveness to one who, with love, granted it to me?



DOWNTOWN EMPORIA

The path ahead is crawling with warring groups of Founders and Vox Populi, but Elizabeth has quite a few Tears she can open to aid you in the battle. Start by opening the one for the Gun Automaton on the stone arch in the center of the street. Should your Sniper Rifle and strafe up the stairs on the left for a clean shot at a few Vox Populi as they start approaching. Lay some traps down near the stairs and by the bridge to catch any who try to charge the Gun Automaton.



Don't hesitate to accept supplies from Elizabeth. The battles that follow are only going to get tougher!

Open a Tear for either of the freight hooks, then leap from it to the one of the higher attachment points so Booker can gain the balcony on either side of the street. This gives you a great vantage point for sniping and also buys time for the Gun Automaton's Tear to reactivate.

There are no enemies in this area right now, so make your way to the far end of the downtown area and head up the stairs on the left. Be sure to explore the locked shop (three lockpicks required) across from the theater to find a Voxophone and a piece of Gear.



Once you reach a balcony to snipe from, reopen the Tear for the Gun Automaton.

Z.H. COMSTOCK VICTORY SQUARE

A mighty battle had taken place on the stairs in Victory Square, leaving dozens of bodies and countless bullet holes behind. Search the corpses for cash to spend at the vending machines off to the right, then climb the steps past the statue of Lady Comstock and approach the gate. The security scanner recognizes Elizabeth for Lady Comstock by appearance, but the hand print doesn't match, so the gate won't open.



Lead Elizabeth to the gate at Comstock House.



Voxophone

THE TRUE COLOR OF MY SKIN

AUTHOR: Zachary Hale Comstock

DATE: December the 29th, 1908

LOCATION: Downtown Emporia

In front of all the men, the sergeant looked at me and said, "Your family tree shelters a teepee or two, doesn't it, son?" This lie, this calumny, had followed me all my life. From that day, no man truly called me comrade. It was only when I burnt the teepees with the squaws inside, did they take me as one of their own. Only blood can redeem blood.



Voxophone

PEN PAL

AUTHOR: Constance Field

DATE: July the 20th, 1902

LOCATION: Z.H. Comstock Victory Square

This is for the Miracle Child. Hello! I'm sorry your mother, Lady Comstock, is dead. (I think she is altogether better than mine.) Since you live there, can you tell me why the tower has been closed? People say it's poor weather, then the pox, then a haunting. If it is a secret, I promise not to tell a soul. —your pen friend, Constance.



FIND LADY COMSTOCK'S CRYPT

TELESCOPE

This Telescope is at the north end of Memorial Gardens, on the edge of the road closest to Z.H. Comstock Victory Square. This is one of the final Telescopes in Columbia, so enjoy the view while you can.



MEMORIAL GARDENS

Descend the stairs and head left toward the overhead sign for Memorial Gardens. Visit the **Telescope** on the left before locating the Kinetoscope near the blown-out storefront (if you missed it at the arcade in Battleship Bay).

Proceed along the road until you see the entrance to the cemetery on the right, just before the fissure in the road. Continue to the right, around the perimeter of the gardens, and swap out your Sniper Rifle for the Shotgun in the Tear (if you were still carrying it). Continue to the end of the walkway and approach the gated crypt in the corner, where you can find the **Gear**. Light the torches flanking the gate with Devil's Kiss to open the puzzling lock on this gate.

Lady Comstock's final resting place is in the center of the cemetery, but don't approach it just yet. First top off your health at either of the Tears that have Medical Kits. Approach the gate to Lady Comstock's crypt and open the Tear for the lock on the gate. Elizabeth automatically picks the lock, but she'll wait for you to push the gate open. Open the coffin once Elizabeth backs away.



Cast a Devil's Kiss fireball at each of the torches on this crypt to open the gate and get the Gear.



Open the Tear for the crypt's lock, and head inside. Interact with the padlock on the coffin when appropriate.

Siren

MEMORIAL GARDENS SIREN'S VITALS

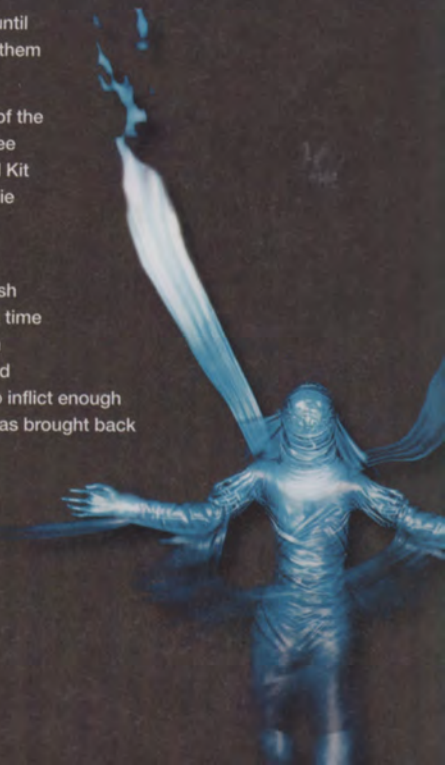
Health	Ranged Damage	Melee Damage	Special Damage	Special Attack
15994	N/A	985	N/A	N/A

The Ghost of Lady Comstock is what the Lutece twins would certainly call a Siren.

A Siren is a spectral creature that can fly across the landscape like a wisp, only faintly visible to the naked eye, until she begins her song. That is when she is most vulnerable. The Siren sings a song that raises the dead, bringing them back to the land of the living, where they are all too anxious to attack those who attack the Siren.

Keep after the Siren, and open fire on her wherever she stops to sing. Use the Burstgun if she flies up onto one of the walkways, and employ the Shotgun if you manage to keep close by. The Siren can only deal damage with a melee strike, and she's unlikely to get too close to Booker, but the risen dead certainly pose a threat. Run for a Medical Kit from either Tear whenever you can, and stay on the ground to make getting them easier. The resurrected dead die easily, and you can keep yourself equipped with Salts if you equip the Blood to Salt Gear.

Target the Siren's body as it becomes opaque, and open fire. It's possible to damage her quickly to interrupt her raising the dead; otherwise, you'll have to fight three or four risen corpses while she flies off translucently. Unleash Murder of Crows or Bucking Bronco on the risen dead, since it makes killing them that much easier (or buys you time to ignore them and focus on the Siren). The Siren is particularly vulnerable to Devil's Kiss attacks. It is also worth hitting her with repeated Charge attacks, especially after upgrading the Vigor. Charge doesn't cost much Salt and is quick to lock on to a Siren. Try to time your attack with her reaching a crescendo in her singing. It's possible to inflict enough damage while she's singing to force her to move on without having resuscitated any more dead. The dead she has brought back instantly return to the world of the deceased upon her defeat.



FIND THE THREE TEARS



Voxophone

OUT OF THE THIN AIR

AUTHOR: Jeremiah Fink

DATE: November the 14th, 1894

LOCATION: Market District

Dear brother, these holes in the thin air continue to pay dividends. I know not which musician you borrow your notes from, but if he has half the genius of the biologist I now observe, well...then you are to be the Mozart of Columbia.



Exit the cemetery the way Booker came in. The Lutece twins then brief you on what you must do. Continue down the road in Memorial Gardens to the right, toward the building you see bobbing up and down. Loop around to the hole in Albert Fink's music store. Wait for the hole in the bobbing building to come level with the road, and leap into the structure to find a Locksmith Bag and a **Voxophone** near the piano. Continue up the road, and turn right into the Market District.

MARKET DISTRICT

Descend the stairs to the Market District, and have a look around the block. Both routes lead down to a fountain in the center of a small plaza. Take out the Vox patrolling the area, then collect the Silver Eagles and lockpicks from the small grocer's shop near the stairs.



Voxophone

A THEORY ON OUR "DEATH"

AUTHOR: Rosalind Lutece

DATE: November the 1st, 1909

LOCATION: Market District

Comstock has sabotaged our contraption. Yet, we are not dead. A theory: we are scattered amongst the possibility space. But my brother and I are together, and so, I am content. He is not. The business with the girl lies unresolved. But perhaps there is one who can finish it in our stead.



Voxophone

ON THE ENTROPY OF GENES

AUTHOR: Rosalind Lutece

DATE: July the 3rd, 1893

LOCATION: Market District

Comstock seems to have been made sterile by simple exposure to our contraption. A theory: just as sexual reproduction can de-emphasize the traits of each parent, so goes the effect of multiple realities on our own. Your traits dissipate until they become unrecognizable or cease to exist.



Follow the ghostly footprints up the steps and into the house to the left of the fountain, and head up the stairs to find an **Infusion** and the first of three **Voxophones** in the building housing Laboratory Lutece. It's on the floor near the bed. These Voxophones go a long way toward helping you understand the nature of the Lutece twins and their relation with Comstock. Open the Tear in the contraption to move one step closer to gaining entry to Comstock House. This also nets you the third Voxophone in this house.



The first of the three Tears is in the lower level of Lutece Laboratory, in the Market District.



Voxophone

CHILD OF SCIENCE

AUTHOR: Rosalind Lutece

DATE: January the 4th, 1895

LOCATION: Market District

Lady Comstock seems to believe the child is a result of some errant act of carnality between myself and her beloved Prophet. I told the poor woman the truth: that the child was a product of our little contraption. But I think she found that less believable than her delusion.



Collect the piece of **Gear** from inside the locked store near the Lutece Lab before moving on. Continue down the stairs within the Market District, and have a look inside the bottling store on the far left corner, near the edge of the city, to find an **Infusion**. From there, follow the path around to the right as it goes past the fire. Enter Hudson's Clothier, and descend the stairs to find the Code Book for a cipher that you soon encounter in the bank.



The Code Book in the basement helps you unlock the hidden alcove in the bank later on.

Unlock the gate up ahead, beyond the fire, to return to the main area where Booker first arrived via the elevator. Approach the bank in the center slowly, as two Zealots are set to attack. Quickly knock them back with Undertow or Bucking Bronco, then unleash Devil's Kiss on them. Finish them off with your explosive weapon but know that you can flee to the safety of the Sky-Lines if you need to. The Zealots can't hurt you on the Sky-Lines. Several Vox and a Fireman attack after the Zealots; kill them if you want, or simply head inside the bank. A Tear for a Gun Automaton that wasn't present earlier can come in handy.



Two Zealots are set to attack on the stairs leading into the bank!

BANK OF THE PROPHET

Unlock the door to the bank, and head inside. The three Kinetoscopes positioned near the wall are the same as those you've encountered previously. Enter the elevator—the gate has since been ripped open, given all of the fighting taking place in this area—and press the button to descend to the main hall.

The main hall is crawling with Vox, but you have some time to set up a proper attack before they notice Booker. Run up the stairs on the left to reach the Sniper Rifle on the balcony. Hurry back down and place Devil Kiss traps on the floor, near the statues, and set to sniping the Vox in the distance. You can catch the Vox by surprise and pick off a few with the Sniper Rifle before they draw within reach.



Move to the base of the stairs, lay down some Vigor traps, and start sniping!



Finish off the stragglers with Sky-Line Strikes via the freight hook Tear.

Loot the cash registers and desks in the offices flanking the main hall, then head left down the hallway in the rear, opposite the direction of the ghostly footprints. Locate the **Gear** in the room at the end of the hall, and continue on to the small office around the corner.

THE FINAL VOX CODE

You found the Code Book in the basement of Hudson's Clothier; now, it's time to put it to use. Make your way down the left-hand hall in the bank's main hall to the small office in the rear. The word "Hoarder" has been scrawled in red paint on the wall, above a series of bloody bullet holes.

Approach the desk as Elizabeth reads from the Code Book and tells you to type the word "Vox" on the typewriter. Do as she says to reveal a hidden alcove off to the right. The hideaway contains an **Infusion**, a **Voxophone**, and a **Burstgun**.





Voxophone

THE IMAGINATION OF GOD

AUTHOR: Lady Comstock

DATE: January the 4th, 1895

LOCATION: Financial District

I know the Prophet is a liar, but he cannot be. I know the Prophet is a murderer, but he cannot be. For if the future lies only in the imagination of God, why would he reveal it to such a... monster?



Continue to search the area for loot, and return the way Booker came, back to the main hall. Now, it's time to head to the right and continue to the entrance to the vault area. Pick up the piece of **Gear** in the back corner of the hallway before dropping off the edge into the vault area.

COLUMBIA SAVINGS BANK VAULT

You can see the Tear—it's right ahead of you—but you must first defeat the Zealot that attacks. Use the Burstgun to hit it if it flees to the rafters, but otherwise, keep a more potent gun like the Heater on hand. Kill the Zealot, then open the Tear in the Vault and listen closely to what is said. Collect the **Voxophone** that appears where the Tear was. Locate another **Voxophone** tucked behind the safe (three lockpicks required) in the office to the left.



Kill the Zealot, then open the Tear at the top of the steps.



Voxophone

A BROKEN CIRCLE

AUTHOR: Zachary Hale Comstock

DATE: September the 10th, 1893

LOCATION: Financial District

The archangel tells me that Columbia will only survive so long as my line sits the throne. Yet Lady Comstock produces no child. I have done what a man can do, yet there is no child! I have asked Lutece about the matter, but even she refuses to help.



Voxophone

NO LONGER

AUTHOR: Lady Comstock

DATE: January the 5th, 1895

LOCATION: Financial District

Lutece says the bastard is a creation not of her womb, but of some unholy science. I do not know which is true. The child is no more divine than I. What says that for my husband's prophecy? He begs my silence, but I can only offer him forgiveness. But with repentance need come truth. I can suffer his lies no longer.



The large vault door swings open, revealing another Siren in the main hall. Immediately open fire with the Burstgun while casting Devil's Kiss and Murder of Crows in her direction. The Siren flies across the main hall, sometimes even moving to the upper balconies above the offices on the side, but she won't go very far. Use your Vigors to fend off the risen Vox while you continue to pepper her with Burstgun fire. Lay traps down while she's on the move to provide protection from melee assaults, then lob additional Devil's Kiss fireballs at the Siren when she begins to sing.



Cast Devil's Kiss and Murder of Crows at the Siren and her risen dead.



The Siren is most vulnerable to attacks while raising the dead. Fire!

DOWNTOWN EMPORIA

Exit the bank, and head right through the Thoroughfare and Harmony Lane, just as you had done when you first arrived in this section of Emporia. Continue up the steps to Downtown Emporia, where you find Cunningham Studios at the very top of the stairs, directly in front of you. Enter the photo studio, and open the third and final Tear to learn another piece of the puzzle and find yet another **Voxophone**.



The final Tear is located inside the photography studio.



Voxophone

THE CUSTOMER IS LATE

AUTHOR: Rupert Cunningham

DATE: November the 6th, 1909

LOCATION: Financial District

Estelle: "That's insanity. What proof would you have that Mr. Fink would hurt the Luteces?"

Rupert: "The Luteces told me."

Estelle: "The Luteces? When?"

Rupert: "Yesterday. Yesterday morning."

Estelle: "Rupert... they've been dead these seven days..."



RETURN TO COMSTOCK HOUSE

Z.H. COMSTOCK VICTORY SQUARE

Fight your way back up the streets of Downtown Emporia to return to Z.H. Comstock Victory Square. Elizabeth has learned a lot by opening those Tears and takes a few moments to get some emotions off her chest near the statue of Lady Comstock. Let Elizabeth have this moment—she's earned it. Meanwhile, make sure your guns are reloaded and that you have Devil's Kiss and Murder of Crows or Bucking Bronco on hand.

Lady Comstock's Ghost reappears as a Siren one final time, but now she's got an entire army of corpses at her disposal. Immediately open the Tear for the Mosquito flying overhead, and cast Murder of Crows at the first batch of risen dead. The Mosquito's presence helps to cut down on the number of risen dead you have to deal with. Nevertheless, it still pays to cast Murder of Crows or Bucking Bronco at them to slow them down and make them more susceptible to gunfire. Focus your attention on the Siren as she floats around the stairs in front of Comstock House. She can be bested with the same tactics as earlier, although this fight does tend to go on longer because of the expansive space. Loot the corpses of the slain undead to keep your supplies topped off.



Although many of the risen dead attack with batons, Booker can easily defeat them.



Try engulfing the Siren in Devil's Kiss and Hail Fire explosions simultaneously!

The Siren's death triggers a powerful burst of energy that rips the gate to the Comstock House from its hinges. Father Comstock can't be far. Lead Elizabeth into the house; it's time for her to go home.



BLOOD IN THE STREETS

The Vox Populi have come en masse to Emporia in search of Comstock's head. Whether or not they achieved their mission remains to be seen, but you have. You not only succeeded in finding a way inside Comstock House, but you also helped a young woman come to grips with the anger she's been harboring.

FLIGHT OF THE SONGBIRD

COMSTOCK HOUSE

FIRST ENCOUNTERS

Boy of Silence



Infusions

1

COLLECTIBLES



Voxophones

8



Kinectoscopes

3



Telescopes

1

BRIDGE TO COMSTOCK HOUSE

Comstock House is on its own floating island in the sky, built upon the three faces of the Founding Fathers. The island is connected to Emporia by two mighty cables from a bridge. Pull the lever at the end of the bridge, amidst the lightning storm, to reel in the house. As soon as Booker pulls the lever, Songbird arrives on the scene and throws him through the window in the belfry of the building in Victory Square, high above the hand-scan gate. Booker wakes to the sight of Elizabeth pleading with Songbird not to hurt him, and Songbird accepting her bargain.

You need to get across the bridge to Comstock House in a hurry if you're to ever see Elizabeth again. Move carefully to the hole in the wall where Songbird was, and leap to either of the freight hooks down below. From there, drop to the bridge near the lever and wait for the drawbridge to lower. Cross the bridge toward the Tear at the base of the stairs, and continue up the steps and through the doors to the home.



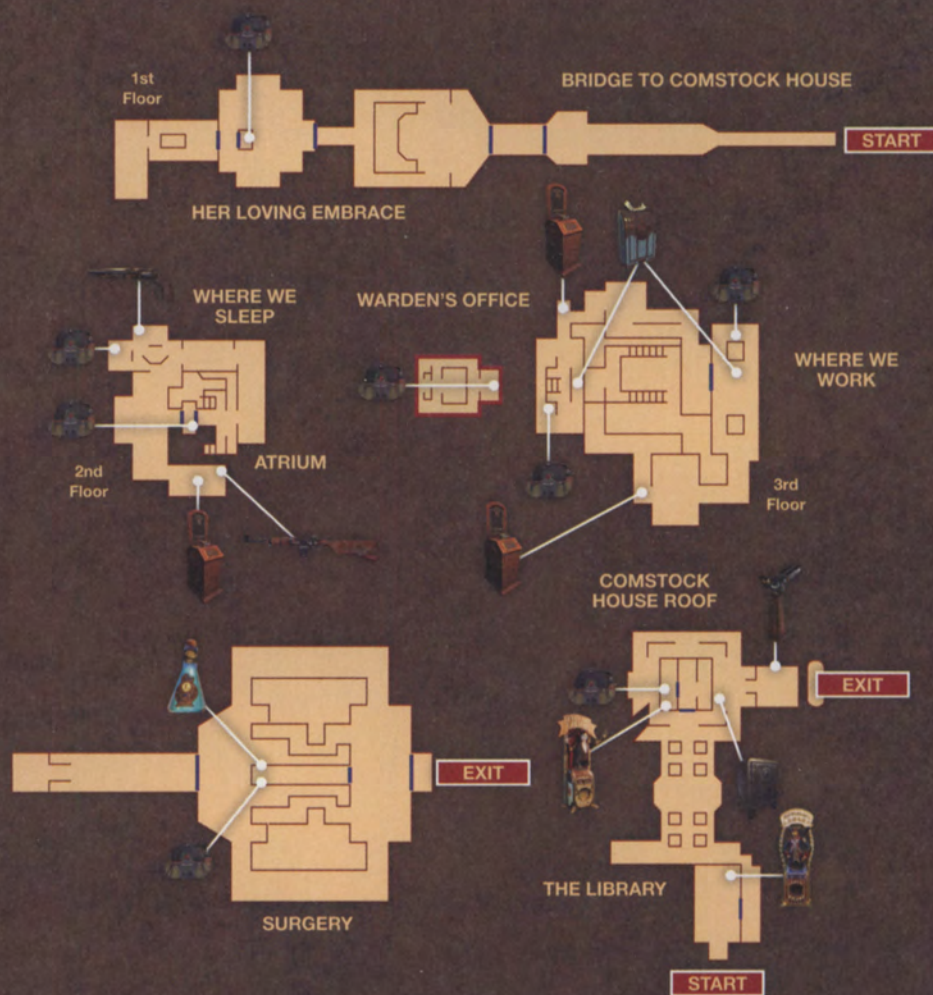
Spared... for now.



Booker dies if he leaps directly to the bridge below, so be sure to use either of the hooks first.



There are numerous Tears throughout Comstock House that help reveal elements of the story that you won't want to miss.



SEARCH FOR ELIZABETH

The Tears in Comstock House are Elizabeth's trail, a trail she's left just for you. Continue through the doors to the room with the large Elizabeth statue. Loop around the candlelit corridor on either side of the statue to find another Tear behind it, and continue through the door to the next area.

Boy of Silence

COMSTOCK HOUSE BOY OF SILENCE'S VITALS

Health	Ranged Damage	Melee Damage	Special Damage	Special Attack
N/A	N/A	N/A	N/A	N/A

The Boy of Silence is an alarm that whips the home's crazed denizens into a frenzy. There is no way to harm the Boy of Silence; all you can do is try to sneak past him without being detected. Use the available cover and monitor the flashlight-like beam of light that shines from his eyes. This light turns yellow if the Boy of Silence starts to detect your presence—immediately run and hide before it alarms the others. Shooting him, casting Possession, or making any sudden movements near the Boy of Silence immediately causes him to go on alert and vanish, but not before an army of crazed foes comes rushing forth to attack.



The wild attackers that rush forward aren't necessarily hard to kill, but there is very little ammo and even fewer Salts available in Comstock House. And Elizabeth isn't there to keep you supplied. Make your shots count, and only use Vigors that consume small quantities of Salts, such as Murder of Crows, Shock Jockey, and Bucking Bronco. The accompanying maps in this chapter reveal the locations of weapons that will almost certainly come in handy—this is no time to hold onto weapons for which you have no ammo!



The Boy of Silence was standing watch by the door to a restricted area. Even with the Boy of Silence chased off, the door remains locked. Booker must head to the Warden's Office on the third floor to unlock the door. Use the intercom beside the door to call for the elevator.



Use the intercom near the heavy metal gate to summon a nearby elevator that can take you to the Atrium.



Voxophone

A LEASH

AUTHOR: Elizabeth

DATE: —

LOCATION: Her Loving Embrace

I suppose the Siphon is a kind of leash. Yes, my father put it on me, but when the time came, neither did I remove it myself. What would happen if I took off the leash, and I found I was... as obedient as ever?



GO TO WARDEN'S OFFICE

THE ATRIUM

Exit the elevator and approach the Boy of Silence. He'll once again incite a riot among the dead and vanish into the ether if he senses your presence. Continue to use your abilities to take out the melee-fighters incited by the Boy of Silence, and search their corpses for a chance at some loot, provided you've equipped the proper Gear, since the Lunatics never have loot otherwise. A nearby Hand Cannon and Carbine will certainly come in handy.

From the elevator, head to the south to find a **Kinetoscope** and Carbine near another Tear, then head back and follow the "Where We Weep" and "Where We Sleep" signs around the floor in a clockwise direction to find a **Voxophone**. The room is filled with coffins, the adjacent room a furnace and crematorium with dozens of shrouded bodies waiting to be incinerated. Visit each of the Tears to hear a memory from the past.



Murder of Crows isn't the cheapest Vigor to cast, but it does a great job of stopping the rioting attackers.

SUNRISE

Exit the elevator in the Atrium, on the second floor, and head to the dead-end on the left to find this Kinetoscope. It's located near the column by the Carbine.



Voxophone

THE VALUE OF CHOICE

AUTHOR: Elizabeth

DATE: —

LOCATION: Where We Weep

Our minds are born festering with sin. Some are so blighted, they will never find redemption. The mind must be pulled up from the roots. My children are without blame, without fault—and without choice. For what is the value of will when the spirit is found wanting?



Continue through the bathing room to the dormitory, where numerous dead roam in eternal horror. A Boy of Silence stands at the rear of the room, atop a bed. You can try to sneak past his detection as he rotates in place, or you can simply open fire on him and start the battle. Defeat the crazed attackers by sticking to either end of the room to keep them all in front of you. Don't hesitate to retreat through the previous rooms if necessary. This is the longest of the Boy of Silence battles, and you may start to run low on supplies. The corpses of the attackers disappear within moments after you've killed them. The only way to search their bodies for loot is to do it within seconds of their death.



Use the Carbine to soften them up considerably as they approach, then finish them with a melee strike.

Exit the dormitory to the other side of the Atrium, at the base of the two sets of stairs that lead up to the third floor. Immediately take possession of either of the two Gun Automaton on the landing atop the stairs, and open fire on the other. Stay close to the dormitory entrance and ready yourself for battle with a Zealot. Try to keep the remaining Gun Automaton possessed to aid you, as several of the facility's orderlies are set to attack alongside the Zealot.

Loop around the third floor in a counter-clockwise direction to the **Kinetoscope** at the end of the hall near the entrance to the workshops.



Open fire on the distracted Gun Automaton, and try to keep the other one intact so it can aid you.

The workshops contain numerous handicrafts like machines for making banners, lots of paint and masks, and plaster. You'll also find a Shotgun, **Gear**, and a **Voxophone** in the area "Where We Work." Defeat the foes stirred into action by the Boy of Silence, and complete a thorough sweep of the room to find the collectibles. Depending on the upgrades you've made, the Shotgun may be capable of dropping two or more attackers with a single squeeze of the trigger—and it's always good to conserve ammo!

Enter the room with the projector and the skipping phonograph, and clamber up and over the debris to the broken observation room nearby. This isn't just "Where We Learn," but it's also home to the Columbia's final **Kinetoscope**. The Warden's Office isn't much farther.

HUMMINGBIRDS

This Kinetoscope is located on the third floor of the Atrium, down the hall from the stairs and near the entrance to the workshops. Find it in the shadows, to the right of the shop entrance.



Voxophone

DEBTS

AUTHOR: Elizabeth

DATE: —

LOCATION: Where We Work

"Bring us the girl and wipe away the debt." But in the end, he is the one who'll have to pay down all of our accounts, won't he? Where does his guilt start... and mine end?



BATTLESHIP FALLS

This Kinetoscope reveals a moment from Columbia's future-past, which only adds to Booker's confusion about time and space. It's on the right-hand side of the observation room, next to the room with the projector.





Voxophone

A LAST CHANCE

AUTHOR: Elizabeth

DATE: —

LOCATION: Warden's Office

As the days pass, I believe less in God and more in Lutece. My powers shrivel as my regrets blossom. All of this because my father failed me. By the time I realized how far I'd gone, it was too late to stop it. But there is still one last chance at redemption—for both of us.



WARDEN'S OFFICE

The winding path you took has led back to the room near the top of the stairs with the gun turrets, but now, you're on the other side of the bars. Check the desks in the area for items: you can loot the one in the center, at the very least. Head up the stairs toward the signs pointing to "Processing," and check the office on the left for a **Voxophone** near the projector. Continue along, proceeding around the walkway as it loops past the stairs you just came up to the Warden's Office. You'll also find a new piece of **Gear** in this area: the Rising Bloodlust hat. This hat increases weapon damage after each successive kill (up to five) and lasts for 10 seconds—a truly special item!

The Warden's Office has many searchable cabinets and represents your best chance for collecting more ammo, Salts, and money in a long time. Stock up if you can, and don't miss the **Voxophone** on the chair on the left. Approach the controls near the window and pull the lever to open access to the Restricted Area back on the first floor of the atrium. Fight your way back down the stairs to the second floor, collect the **Voxophone** in the elevator, and ride it back to the lower level.



Pull the lever in front of the computer terminal inside the Warden's Office.



Voxophone

SMOTHERED IN THE CRIB

AUTHOR: Elizabeth

DATE: —

LOCATION: Warden's Office

What I've done cannot be undone. I cannot stop what I have put in motion. But perhaps I can keep it from ever starting. He was my first hope, and now... he is my last.



Voxophone

ENDING IT

AUTHOR: Elizabeth

DATE: —

LOCATION: The Atrium

Tomorrow, the leash comes off, because all of this has to end. But even if I destroy the Siphon, will I be strong enough to see all the doors, and open whichever I choose? And if I bring him here, who is to say that he would be any match for the monsters I have created?



FIND ELIZABETH

Exit the elevator, and go through the recently unlocked security door. Listen to the Lutece Twins in the adjoining room, then continue up the snow-covered hallway to the silhouette in the distance. Take the card when it's offered.



Someone you've been looking for is waiting by the balcony.

SURGERY

Continue down the hall and through the doors to find Elizabeth: present-day Elizabeth, that is. Comstock is watching from his office, making sure the two doctors have Elizabeth properly strapped in and connected to the Siphon. Two more doctors supervise from elevated rooms, where they each control one of the two inhibitors needed to power the equipment. It's up to Booker to shut those inhibitors down and break Elizabeth free!



There's no way into the glass-enclosed room without first disabling the inhibitors.

Head left into the brightly lit, elegant hallway, and continue up the stairs, making sure to use Possession on the Gun Automaton in the hall as you go. Numerous Founders are stationed in the back hallway, along with two additional Gun Automats. Use Possession and Return to Sender to stay safe, and locate the two airlocks flanking the locked door to Comstock's office.

Enter either of the airlocks and head up the stairs to the platform overlooking Elizabeth, and pull the lever to turn off the first inhibitor. You'll find a much-needed Salts Phial in each of these observation rooms housing the machine controls. A Motorized Patriot is waiting in the hallway leading back to Elizabeth after the first lever is pulled, so be ready for it.



Duck into the narrow hallway for cover, and blast away the Founders as they funnel toward you.



Shoot the scientist, grab the Salts Phial, and pull the lever to disable the machine.

Make your way back down the hall to the room where you first saw Elizabeth. With the machines turned off, she was able to open a Tear and take care of the remaining doctors herself, breaking the glass wall in the process. Climb the pile of debris serving as a ramp up to Elizabeth, and help release her from the straps. Press the corresponding button when prompted to yank the Siphon out of her back and to help tighten her corset.

Lead Elizabeth out of the operating area and up the stairs to the elevator leading to the roof. Have her first pick the lock to the small room (three lockpicks) looking out over the surgery area to find an **Infusion** and **Voxophone**. With the items in hand, have Elizabeth pick the lock on the golden gate and ride the elevator to the library.

The library has seen heavy battle. Corpses line the floor, and guns lie everywhere. Fortunately, there is a wealth of desks and cabinets to raid and corpses to loot. Load up on ammo and Salts, and use the Minuteman's Armory to purchase any extra upgrades you can afford. Pick the lock on the balcony doors, and head outside.



HIGHER LEARNING

You're reunited with Elizabeth and have seen how far she's come with her ability to control the Tears she opens. If she wants to go after Comstock, there's nothing you can do but help her.

BOARD COMSTOCK'S FLAGSHIP

COMSTOCK HOUSE ROOF

Take the Volley Gun on the crate as the Hand of the Prophet, Comstock's zeppelin, deploys what appear to be large bombs. But they're not bombs; they're actually large pods that are intended to land safely and deploy Motorized Patriots. Dozens of human enemies have made their way onto the roof, as well, with many coming from a police barge that docks in the far right corner.



Use Possession on the first Motorized Patriot you spot, then grab the Volley Gun and run into cover.



Voxophone

PAVLOV'S BELL

AUTHOR: Dr. Harrison Powell

DATE: December the 23rd, 1912

LOCATION: The Operating Theater

The procedure should help immensely with the... issues we've had with the girl. Once the device is implanted, any effort on her part to... alter the state of things will emit a most painful electric shock. Pavlov made a dog salivate. We'll make this one weep.



There are numerous Tears available on the roof, including Cover, a Mosquito in the distance, and a Rocket Automaton up close on the left. Open the Tear for the police barricade first to help provide cover from the initial surge. Possess one of the early attackers so that you have someone nearby watching your back while you use the Volley Gun to lob shots at those in the distance. Keep Shock Jockey on hand whenever the Motorized Patriots come into view.



Take cover behind the barricade, and lob your Volley Gun shots at the enemies as they approach.



Alternate opening the Tears for the Mosquito and Rocket Automaton as they are destroyed, allowing you to stay in cover and save ammo.

Put down the initial crush of enemies, then open the Tear for the Mosquito in the distance to soften things up further. The Mosquito may be destroyed rather quickly, making it a prime time to open the Tear for the Rocket Automaton while the Mosquito Tear reactivates. Keep the Return to Sender Vigor on hand when chasing down any remaining Founders, especially if you have the Ammo Absorb upgrade.

Eliminate any enemies near the police barge to finish clearing the rooftop of the Founder forces, but don't board the barge just yet! First, have Elizabeth pick the lock on the door (three lockpicks required) near the flags, and go inside. The room on the right contains a safe (one lockpick needed), and the one on the left contains both a **Voxophone** and a Veni! Vidi! Vigor! Machine. Exit the interior and pay a visit to the **Telescope** on the left, the final Telescope in Columbia!

Leap onto the police barge, and pick up the Shotgun from the gun rack on the right. Pull the lever to send the gunship on its way back to the Hand of the Prophet. It's time to bring Comstock down!



Voxophone

AN ULTIMATUM

AUTHOR: Rosalind Lutece

DATE: October the 16th, 1909

LOCATION: Comstock House Roof

My brother has presented me with an ultimatum: if we do not send the girl back from where we brought her, he and I must part. Where he sees an empty page, I see "King Lear." But he is my brother—so I shall play my part, knowing it shall all end in tears.



TELESCOPE

This last Telescope is located right near where the police barge docks with the roof. It's on the left-hand side and must be viewed before you get on the barge, since you won't be coming back to the roof.



REPEL THE AIRBORNE ASSAULT

The flight to the Hand of the Prophet won't be as uneventful as Booker was hoping. Another gunship soon deploys from the zeppelin and is due inbound any moment, as are several others after it. A number of Vox barges eventually join these police barges, as well.

Each ship has a couple of freight hooks that make leaping back and forth relatively safe and easy. Each gunship typically has four enemy passengers, three of which are often heavy soldiers with Machine Guns. The single best way to take them out (and unlock the "Bon Voyage" bonus) is to leap to the freight hook, perform a Sky-Line Strike on a nearby adversary to safely dismount the hook, then knock the crew off the ship with Undertow. Undertow, especially if upgraded, can knock all three or four foes overboard with a single use. Clear the deck of enemies, then leap back to your ship and deal with the Mosquitos that attack between the waves of enemy gunships. Check each gunship for Salts before disembarking.



A loaded Shotgun and the Undertow Vigor are all you need to clear the other ships.

Continue to do this until you have repelled all four barges, including the two Vox gunships. Return to your original police barge, where Elizabeth awaits, and prepare to dock with the Hand of the Prophet.



Always use the freight hooks when leaping between ships, even if there are two side by side.

HAND OF THE PROPHET

HANGAR BAY

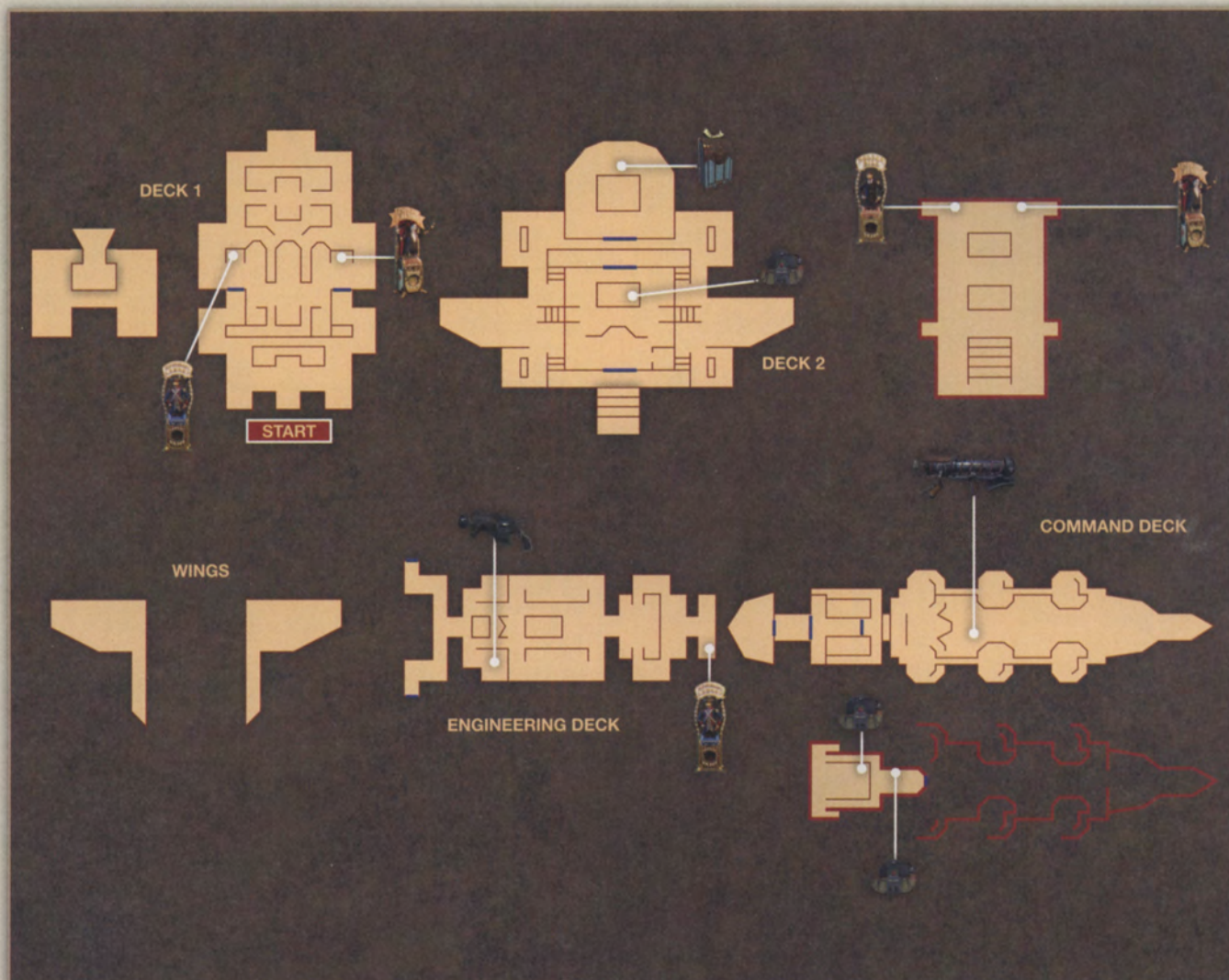
The Sky-Lines strung around the perimeter of the lower decks on Comstock's ship, the Hand of the Prophet, are choked with Patriot Pods. The Sky-Lines are your only way up from one level of the ship to the next—and you begin the ascent on the lowest of five decks! You're going to have to clear those Sky-Lines to advance.

Step off the barge to the right, and quickly open the Tear for the Mosquito on the left. Continue to use Undertow to knock any enemy units right off the zeppelin, and step out toward the left-hand side of the ship and take aim at (or cast Possession) the Gun Automaton in the distance. There's a Gun Automaton on each side in identical positions and two more at the other end, near the controls.



There's no reason to stop using Undertow now!

HANGAR BAY



COLLECTIBLES



Infusions

—



Voxophones

3



Kinectoscopes

—



Telescopes

—

Advance along the left-hand side of the ship to the airlock and pass through it to reach two small offices and staterooms. You can scavenge for ammo and Salts inside the belly of the ship and purchase additional weapon and Vigor upgrades from the vending machines. The interior of the lower deck is typically devoid of Founders, allowing you to explore the area without much risk. Cut across the center of the hangar bay by leaping across a docked police barge and exit on the far side. It's a good idea to sweep across the deck in a zigzag pattern, making sure to knock out each of the Gun Automaton as you go.

Continue to the front of the hangar bay where a total of four Gun Automaton are located, two on the outer walkway and two on the inner. Use Shock Jockey and the Hand Cannon or Shotgun to take them out with a potent one-two combo attack! The curving walkway leads to a safer overlook if you need it, but you should be able to have Booker walk up to the controls and pull the lever to clear the Sky-Line. This first Sky-Line clears quickly.



Press the button to deploy the Patriot Pods, then ride the Sky-Line up to the main deck.

MAIN DECK

Travel on the Sky-Line long enough to spot a Tear for a Gun Automaton on the side of the zeppelin's second deck, and have Elizabeth open it as you leap down. Ready the Return to Sender Vigor and proceed to the center of the ship, near the stairs leading up to the controls. Use the Hand Cannon or Shotgun along with Return to Sender to take out the soldiers atop the stairs.

The center of the main deck has a series of locked rooms, several of them sealed shut with airlock doors beneath ominous red lights. Start at the south end of the ship and have Elizabeth pick the lock on the door beneath the "Secure Area" sign (and another next to an "Engineering" sign). Make your way through the interior rooms to find a **Voxophone** and a piece of **Gear**, the final one you'll find hidden in Columbia.



Many of the airlocks cannot be opened, but two of the doors have locks that Elizabeth can pick.



Voxophone

WHAT'S DONE IS DONE

AUTHOR: Rosalind Lutece

DATE: September the 3rd, 1909

LOCATION: Hand of the Prophet

Our contraption shows us the girl is the flame that shall ignite the world. My brother says we must undo what we have done. But time is more an ocean than a river. Why try to bring in a tide that will only again go out?



Climb the stairs and press the button to clear the main deck's Sky-Lines. The pods drop very slowly this time around, allowing for a pair of Vox warships to approach near each wing. You're going to have to hold them off while the Patriot Pods are deployed. Make your way toward one of the wings where the Vox are boarding, and hit them with your Volley Gun or RPG and a blast of Undertow.



Beat back the early attackers with your heavy weapons, then charge the Vox gunship and hit them with Undertow.

Use the lower Sky-Line to quickly reach the Vox gunship, leap into a Sky-Line Strike, then Undertow them off the side if you have enough Salt. Leap back to the Sky-Line and make your way to the other side, where you can execute a repeat performance. Open the Tear for the Medical Supplies if needed; otherwise, try to keep the two Gun Automaton active. One of the Vox warships ultimately deploys two Motorized Patriots of its own. Listen for Elizabeth's alert, and make your way over to it to put it down.

With the main deck Sky-Line cleared, it's time to head to the third level. Leap to the Sky-Line near the controls and ride it onto the upper wing as it comes into view.



Use the supports on the wing for cover while fighting the Motorized Patriot.

ENGINEERING DECK

Dismount onto the upper wing and run up the walkway steps to the airlock door, pressing the button to go inside. Continue up the stairs and open the next door to enter the interior of the deck.



Ride the Sky-Line past the steps to get the Handyman's attention, but don't leave this room just yet!

The Engineering Deck is essentially comprised of two rooms. The room Booker first arrives in has a small circular Sky-Line running around it near the ceiling, whereas the second room has multiple Rocket Automaton. Pick up the Volley Gun and its ammo, and instruct Elizabeth to open the Tear for the Gun Automaton.



Keep up the attack with Devil's Kiss while you're reloading the Volley Gun.

Leap to the Sky-Line to get the attention of the Handyman in the distance. Ride the Sky-Line in a loop while firing the Volley Gun at it. The Handyman can't help but give chase, so try to lead it back to the Gun Automaton, then leap down to avoid being electrocuted. Open fire on the Handyman's heart to kill it. Several heavily armored Founders start attacking at this time, as well. Try to stay close to the Gun Automaton and use Murder of Crows or Bucking Bronco to immobilize the enemies so the Gun Automaton can fire away without taking damage.

Dual Rocket Automaton, one on each side of the ship, guard the second section of this deck. Use Possession and the Volley Gun to destroy them one at a time, then advance past the vending machine and out onto the Sky-Line that runs along the perimeter of the ship, just below the Command Deck.



Ride the Sky-Line along the side of the zeppelin, up to Comstock's sanctuary.

CONFRONT COMSTOCK

Dismount the Sky-Line and follow Elizabeth through the door to the oasis Comstock has created for himself aboard the Hand of the Prophet. Walk with Elizabeth to the bird bath where Comstock awaits and stand by, opting only to intervene when prompted to do so. The meeting ends soon enough, and Booker and Elizabeth are then free to proceed to the exterior of the Command Deck. First things first: head up the stairs on either side of the garden and locate the final two **Voxophones**. One is on Comstock's bed, the other in the office. Equip the Shotgun hanging on the gun rack.


Voxophone

THE PROPHET IS DYING

AUTHOR: Rosalind Lutece

DATE: December the 4th, 1907

LOCATION: The Hand of the Prophet

The Prophet is dying. The metastasis has aged him so quickly. Why does this Comstock decay, while a Comstock in another world remains fit? If genetics are destiny, what accounts for the difference? Perhaps exposure to the contraption? Hm. It merits further study.




Voxophone

THE MIRROR OF SIN

AUTHOR: Zachary Hale Comstock

DATE: June the 21st, 1893

LOCATION: The Hand of the Prophet

When a soul is born again, what happens to the one left behind in the baptismal water? Is he simply... gone? Or does he exist in some other world, alive, with sin intact?



PROTECT THE ZEPPELIN

Head to the bridge and man the controls to steer the zeppelin, though you won't get very far. Fortunately, Elizabeth discovers a way to control the Songbird and entrusts Booker to use the Songbird to protect the zeppelin from an unrelenting attack by the Vox Populi.

This final, epic battle takes place on the top deck of the Hand of the Prophet, an area ringed by a lengthy Sky-Line and two elevated walkways. The Sky-Line dips at the bow and rises several stories to a narrow observation deck in the stern, where you can find a Tear for a Sniper Rifle. The Vox are going to attack with an assortment of gunships and zeppelins of their own. The gunships have their own cannons, but their primary purpose is to ferry dozens of Vox Populi foot soldiers into battle atop the deck of the ship. These enemies ignore you for the most part, as their main purpose is to march across the deck and open fire on the energy core beneath the bridge. The meter in the upper right-hand corner of the screen alerts you to how much durability the zeppelin still has.



Ride the Sky-Line and use the Volley Gun to blast away the Vox as they target the energy core.



Wait for the targeting reticle to appear, then hold the Reload button to have the Songbird attack.

Defending the zeppelin is too hard for one person to do alone; not even Booker can do it. Fortunately, you have the Songbird. You'll be able to command the Songbird to attack any of the red targeting circles that appear. These targets appear on Vox gunships, at different areas of the zeppelin's deck, and eventually on the enemy zeppelins. Keep in mind that the Songbird has to regain its strength after each attack. The larger the target you assign it, the longer it takes to recover and be ready for another strike. Both Elizabeth and the on-screen Songbird Meter keep you apprised of the Songbird's status.

There are several Tears available on the deck, including those for Medical Kits, which you'll need. Equip Gear that boosts your capabilities while using Sky-Lines and that adds extra damage to your explosive weapons. It's also worth equipping at least one piece of Gear that offers temporary invincibility, whether from leaping off a Sky-Line or by eating a consumable. The key to successfully defending the Hand of the Prophet is to be in constant motion firing the Volley Gun or RPG at groups of enemies, using Sky-Line Strikes and Undertow to knock them off the ship, and making efficient use of the Songbird.

Instruct the Songbird to attack a gunship bearing cannons or Vox Beasts whenever it's available to strike. Try to take care of the foot soldiers on your own, saving the Songbird for larger targets. It's also worth watching the sides of the zeppelin for inbound gunships—you can save yourself a lot of trouble by having the Songbird destroy a gunship before the Vox disembark.



Order the Songbird to attack gunships that still have multiple Vox Populi on board.



You'll need to have the Songbird destroy three Vox zeppelins to survive the fight.

Enemy zeppelins, Vox Beasts, and Motorized Patriots pose the largest threat to the Hand of the Prophet. Don't be afraid to hit the Motorized Patriots with Sky-Line Strikes and attacks from Vigors. Once you engage one of the Motorized Patriots in battle, try to either cast Possession on the other one (they almost always attack in pairs), or (at the least) focus your attention on that one. It's better to have one fully functional Motorized Patriot shooting the energy core than two half-damaged ones attacking it.



Do whatever it takes to protect the zeppelin's energy core, even if you have to stand directly in front of it.

This is a lengthy, difficult battle to survive on your first try, but stick with it. Use the Sky-Lines to move about the deck quickly, and try to kill as many of the Vox as you can the moment they board the zeppelin—do not allow them to make their way all the way to the energy core! Use the brief breaks between gunships to grab a Medical Kit or Salt Phial (there are several Vigors and Salt Phials near the controls behind the energy core), and stay on the move. Switch to the RPG on the crate near the energy core if you run out of ammo for the Volley Gun, but save its limited ammo for groups of enemies. Don't be afraid to scavenge ammo and weapons from enemy corpses.



Enemies nearest the energy core are your top priority!



Join Elizabeth on the bow after staving off the Vox assault to bring this story to a conclusion. Congratulations.

ENEMIES OF THE PEOPLE



As he attempts to rescue Elizabeth and wipe away his own debt, Booker encounters scores of enemies; from the ruling class Founders to the unruly Vox Populi revolutionaries. In this chapter, you'll learn everything you need to know about your foes—their different methods of attack, abilities, and weaknesses.

As you advance through the game, your foes gain more health and deal more damage. Each section of the game has a certain "rank" of enemies.

WHERE YOU'LL FIND EACH RANK

Rank 1	Raffle Square
Rank 2	Battleship Bay
Rank 3	Finkton Docks
Rank 4	The Factory
Rank 5	Downtown Emporia

SOLDIERS—FOUNDERS AND VOX

Tactics and Strategy

Booker's most common foe comes in the form of soldiers for different factions, whether they're from the Columbia police, the Founders' army, Slate's disenfranchised troops, or the Vox Populi rebels. These soldiers have various backgrounds and a wide array of equipment, but in game terms, they all behave similarly.





HIGH POWERED FOES

It is important to note that enemies are also powered up by the difficulty level that you are playing.

Be extra careful of Rank 5 enemies in 1999 Mode!

Melee

The first type of enemy you'll face in Columbia is the melee-based soldier. These club-wielding assailants pursue Booker relentlessly until either he is dead or they are. When they're approaching, they'll occasionally try to sidestep your attacks, which can be especially annoying if they happen to evade a Vigor attack.



Rank	Type	Health	Ranged Damage	Melee Damage
1	Police (Baton)	150	—	100
1	Police (Pistol)	100	25	94
2	Founder (Baton)	542	—	187
3	Founder (Baton)	705	—	225
4	Founder (Baton)	916	—	270
5	Founder (Baton)	1191	—	323
4	Vox (Baton)	916	—	270
5	Vox (Baton)	1191	—	323

Pistol

When melee types are attacking, you should generally backpedal while firing to take them out before they reach you. If they get too close, slap them with the Sky-Hook to stop them from attacking, and finish them off with a Sky-Hook execution, another weapon, or a Vigor attack.

Since melee soldiers will charge at you to the ends of Columbia, they are particularly susceptible to traps. Backpedal into one, and watch as your attackers run headfirst toward their doom!

Alongside the melee enemies, there are many soldiers armed with various light weapons, such as the Pistol, Shotgun, and Machine Gun. Depending on the weapon they carry, these soldiers can be anything from a slight annoyance to a deadly threat.

Rank	Type	Health	Ranged Damage	Melee Damage
2	Founder (Pistol)	295	50	187
3	Founder (Pistol)	384	60	225
4	Founder (Pistol)	499	73	270
5	Founder (Pistol)	648	87	323
4	Vox (Pistol)	499	73	270
5	Vox (Pistol)	648	87	323



Hand Cannon

When facing armed attackers, check out what weapons they're carrying before making a decision about whom to dispatch first. Soldiers armed with a Pistol or Machine Gun are minor threats who have a hard time breaking your Shields, especially if you keep moving. These soldiers need to be set in place before attacking, so if you keep moving, they'll be unable to draw a bead on you.



Rank	Type	Health	Ranged Damage	Melee Damage
4	Founder (Hand Cannon)	499	575	270
5	Founder (Hand Cannon)	648	691	323
4	Vox (Hand Cannon)	499	575	270
5	Vox (Hand Cannon)	648	691	323

Machine Gun

When enemies are armed with a Hand Cannon or Shotgun, things get much more dangerous. Against these foes, it's absolutely imperative that you fight them while on the run, because letting them get a shot out can completely wipe away your Shields! These adversaries need to be closer than the others to attack you, so zap them with a Vigor whenever they're drawing near.



Rank	Type	Health	Ranged Damage	Melee Damage
2	Founder (Machine Gun)	354	41	187
3	Founder (Machine Gun)	460	49	225
4	Founder (Machine Gun)	598	59	270
5	Founder (Machine Gun)	777	71	323
5	Vox (Repeater)	777	156	323



Carbine

Unfortunately for many soldiers, they're vulnerable to every Vigor, from Possession (as long as you buy the Possess Humans upgrade) to Bucking Bronco and everything in between. When possessed, enemy soldiers fight for you for a few seconds, and once it wears off (if they're still alive), they'll kill themselves, making Possession an instant kill!



Rank	Type	Health	Ranged Damage	Melee Damage
3	Founder (Carbine)	460	180	225
4	Founder (Carbine)	598	216	270
5	Founder (Carbine)	777	259	323

Shotgun

The most effective Vigor against soldiers is often Bucking Bronco, especially after it's been upgraded. Bucking Bronco levitates soldiers for quite a while, leaving them vulnerable the entire time and allowing you to take them out at your leisure.



Rank	Type	Health	Ranged Damage	Melee Damage
3	Founder (Shotgun)	642	625	225
4	Founder (Shotgun)	835	750	270
5	Founder (Shotgun)	1085	900	323
5	Vox (Heater)	1085	1451	323



Sniper

There is a unique breed of soldier who, although rare, is incredibly deadly—the sniper. You'll only face a handful of snipers in Columbia, but each encounter can end incredibly quickly, as a single sniper shot can drain your Shields no matter how much you've upgraded them!



Rank	Type	Health	Ranged Damage	Melee Damage
3	Founder (Sniper)	460	923	225
4	Founder (Sniper)	460	923	225
5	Vox (Sniper)	777	1329	323



Burst Gun

Try to take snipers out with either a Sniper Rifle of your own or another long-range weapon like the Carbine or the RPG. Most Vigors won't reach a sniper, but you can use Undertow's alternate fire to pull them straight to you, removing their advantage and giving you the chance to take them out at close range with whatever you want!



Rank	Type	Health	Ranged Damage	Melee Damage
4	Vox (Burstgun)	598	173	270
5	Vox (Burstgun)	777	207	323



AUTOMATONS (TURRETS)

Tactics and Strategy

All around Columbia, you'll run into many robotic emplacements built to fire upon any adversary in their line of sight. These Automatons are fairly common enemies but can be very difficult to take down due to their high defense and the constant stream of gunfire they send toward you.

The most common Automaton found in Columbia is the Machine Gun Automaton, which sprays a continuous stream of bullets at any hostile around it. While you might think you can safely avoid a turret's line of sight, it's nearly impossible—if you take a shot at them, they'll keep firing until one of you is defeated!

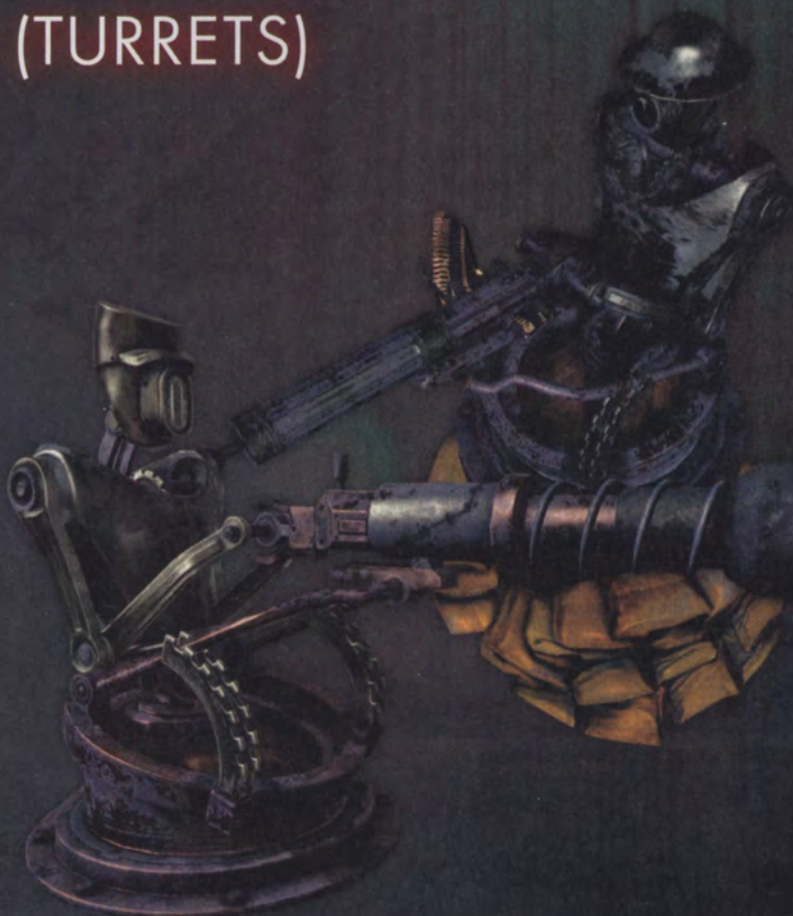
The easiest way to take care of a Machine Gun Automaton is to possess one—you'll create a powerful ally that will either finish off your opponents, or your opponents will finish it off for you! Machine Gun Automatons don't deal that much damage, but they do fire on you constantly. If you want to take one out with a gun, unload on it, trading damage until one of you is defeated. Unlike soldiers, turrets won't commit suicide after Possession runs out, so watch for the color of its light to change from green back to yellow to see when your ally will become your enemy again.

For fewer Salts, you can incapacitate a turret using Shock Jockey and then finish it off quickly, since this makes it both vulnerable and unable to fire on you.

The second type of turret, the Rocket Automaton, is much less common but much more dangerous, as it fires high-damage rockets at you! These turrets aren't as scary as they seem because they have a very low rate of fire, allowing you to move in and out of cover and fire at them in between shots. Much like Machine Gun Automatons, it's usually best to reduce their threat using the Possession Vigor.

The third type of turret, the Barrage Automaton, is very rare, but it is the most deadly and sturdy of all of them. The Barrage Automaton is only found in a few spots but it is a very irritating enemy that constantly unloads rockets at you. Barrage Automatons are also completely immune to Possession, meaning you'll have to take out these beefy emplacements with other Vigors and standard weaponry.

The best strategy for these foes is to keep firing shots at them until they're defeated. There is an occasional break from their mortar fire—use this brief moment to unload on them until they start firing again! You can also use Shock Jockey to make them vulnerable and to stop their barrage for a moment, giving you a chance to take them out without fear of retribution.



Rank	Type	Health	Ranged Damage	Explosion Damage
2	Machine Gun Automaton	871	31	240
3	Machine Gun Automaton	1132	37	288
4	Machine Gun Automaton	1472	45	345
4	Rocket Automaton	1472	540	345
4	Barrage Automaton	4394	432	—
5	Machine Gun Automaton	1914	54	414
5	Rocket Automaton	1914	649	414

MOSQUITO

Tactics and Strategy

These flying Automatons behave like aerial turrets—once they see you, they'll fire on you until they are defeated! Unlike turrets, they don't fire nearly as often, making them much easier to deal with.

You won't have to fight these foes until you've earned Shock Jockey, so be sure to make use of this Vigor when engaging them. Shock Jockey renders them immobile and vulnerable, giving you plenty of time to take them out safely.

Mosquitos are also susceptible to Possession, which allows them to serve a dual purpose—not only are they your ally in battle, but all enemies will stop what they're doing and look up, allowing you to take them out while they're distracted!



Rank	Health	Ranged Damage	Explosion Damage
3	1132	37	288
4	1472	45	345
5	1914	54	414

ZEALOT OF THE LADY

Tactics and Strategy

The Zealot of the Lady is a devout follower of the deceased Lady Comstock who carries a coffin around on his back as penance for failing to stop her murder. The Zealot also worships the crow and has fully embraced the Murder of Crows Vigor.

The Zealot can be hard to pin down, since these enemies move around the area by turning into a flock of crows and teleporting to various locations. In crow form, a Zealot is completely invincible, and he can only be attacked when he materializes into human form.

After reforming into human shape, a Zealot attempts to run at you and slash with his sword. Once he turns back into a man, back away from him to avoid his melee attack, and fire at him until he turns back into a flock of crows.

Before you have Bucking Bronco or Shock Jockey, the Zealot can be a major threat, because it's impossible to stop him from teleporting around. Once you have these Vigors, blast him with them as soon as he materializes to stop him from moving, then unload on him.

Rank	Health	Melee Damage
2	2356	532
3	3062	639
4	3981	767
5	5175	921



FIREMAN

Tactics and Strategy

These heavy hitter enemies are trapped in iron maiden-like devices that are constantly burning them for their wrongdoings in life. They use the Devil's Kiss Vigor in combat, allowing them to attack you with the fire that surrounds them.

The Fireman generally attacks by throwing Devil's Kiss projectiles at you. While these fireballs are slow and easy to avoid, they explode shortly after hitting the ground, damaging anything nearby. This explosion has enormous range, so even if you dodge the initial fireball, run as fast as you can to get away from it!

If you get too close, the Fireman attacks with a close-range explosive attack. Before this attack occurs, the Fireman glows brighter and brighter before exploding. You can bait this attack by moving close to the Fireman, causing him to stop and charge up. Then, move backwards out of his range to fire at him.

To take a Fireman out, keep aiming at his head while moving from side to side to avoid the attacks he throws at you. Once you get used to his methods of attack, bait him into exploding by moving close, then backpedal while firing at him to stop him from throwing fireballs.

Be careful once you have the Fireman near death—he'll charge at you and then self-destruct, causing big damage while wiping himself out. Early in the game, keep firing at him even once he starts running toward you, since you won't be able to do much to stop him. You'll slow him down with every shot, so make sure you keep unloading on him until he explodes.

After you get Bucking Bronco, you can use this to both take him out quickly and completely avoid his self-destruct attack. Lift him up in the air, and quickly unload on him to dispatch this foe in a flash!



Rank	Health	Ranged Damage	Melee Damage	Explosion Damage
1	1430	240	300	360
2	2860	480	600	720
4	4833	691	864	1037
5	4833	829	1037	1244



MOTORIZED PATRIOT

Tactics and Strategy

The Motorized Patriot is an Automaton that comes in many forms, the most common of which is modeled after George Washington, America's first president and one of the key figures in Columbia's religion. There are also other models that resemble the other Founding Fathers. The Motorized Patriot is a very sturdy enemy that can be difficult to take down. These foes are a major threat in any encounter.

The Motorized Patriot carries around the Peppermill Crank Gun, which can shred your Shield in an instant and drain your health nearly as quickly. The Crank Gun has a very long start-up time, and the Patriot only fires on you if he has a guaranteed shot, so keep moving to prevent him from firing.

If you get too close, the Motorized Patriot will swing at you with his Crank Gun, which can really hurt. If you must get close, move toward the Patriot to force a melee attack, then move backwards to avoid it.

The Motorized Patriot has two weak spots—his head and the giant gears on his back. Shooting the gears deals much more damage than hitting him in the head, so try to shoot him there to take this threat out as quickly as you can.

The Patriot is extremely susceptible to Shock Jockey, which overloads him and freezes him in place. Zap him and move behind him to shoot at the gears to quickly wear the Automaton down. If you're too far away to get behind this mechanical monster, zap him with Shock Jockey, fire while moving toward him, then zap him with Shock Jockey again as soon as he can move.

Although the Patriot is an Automaton, he's not nearly as vulnerable to Possession as the turrets are. While it may seem like a huge advantage to take control of a moving, sturdy robotic ally, the Patriot shrugs Possession off rather quickly. It often isn't worth the Salts to take control of one.



Rank	Health	Ranged Damage	Melee Damage
3	5053	72	432
4	6569	86	518
5	8540	104	622



BEAST

Tactics and Strategy

The Beast is a heavily armored soldier carrying an explosive weapon. These heavy hitters are incredibly sturdy and can be very difficult to take down until you take out their armor.

You'll be able to pick the Beast out in a crowd—his armor makes him almost twice as wide as other soldiers! If you see one, you should make it your priority to remove this threat before you deal with the other enemies.

The Beast's armor causes him to take much less damage from your guns than normal soldiers. Before you can even start to deal damage, you'll need to hit the Beast with a few headshots just to take off his helmet, which lets you start dealing normal damage to him.

This foe has the same vulnerability to Vigors as normal soldiers, so make use of your Vigor arsenal to take him out faster. Bucking Bronco and Shock Jockey are especially effective, since they keep the Beast from firing while making him more vulnerable to your weapons.



Rank	Type	Health	Ranged Damage	Melee Damage
3	RPG	1743	1112	225
4	Volley Gun	1743	667	187
5	Volley Gun	3830	800	323
5	Volley Gun (Vox)	3830	1201	323
5	RPG	3830	1601	323



HANDYMAN

Tactics and Strategy

The Handyman is a robotic monstrosity that was once a man. Illness or injury has ravaged the bodies of these men to the point where they are only kept alive by having most of their body parts replaced by mechanical ones. A Handyman is an incredibly difficult enemy to defeat and is always a gigantic threat whenever one is around.

The Handyman primarily attacks by getting close and trying to punch you. These punches deal an incredible amount of damage so if you see a Handyman running toward you, run! After the Handyman swings, he'll stop and grab at his glowing heart. Use this opportunity to take some shots at him or put some distance between you.

From a distance, the Handyman can attack by throwing corpses and other objects at you. This attack has a long wind-up, and he won't be able to do it if there aren't any corpses or other objects close at hand, so look for an opportunity for him to pick something up and fire on him while moving to the side.

If the Handyman can't find an object to throw, he can shoot at you by generating electricity in his hand and turning it into a sphere before throwing it toward you. This projectile is extremely damaging and moves quickly, but it is not fast enough to catch you if you are moving.

Many Handyman encounters take place around Sky-Lines, giving you an easy route of escape if the Handyman is getting too close. Don't hang on them too long, though, since the Handyman can jump onto a Sky-Line and electrocute it, damaging you! You can use this attack to your advantage, however—hop onto a Sky-Line to goad him into grabbing hold of it, then jump down and shoot at him while he's defenseless!

The Handyman has two weak points—his head and his large glowing heart. He's much more vulnerable in his heart, so focus all your fire at it.

Since his body is powered by electricity, Shock Jockey is almost useless against him. The Undertow Vigor's normal fire typically only does a small amount of damage to the Handyman, but a charged Undertow will stun him for a few seconds, leaving his heart vulnerable while also dealing damage. The best Vigor to use against the Handyman is, surprisingly, Murder of Crows—the Handyman gets distracted by the crows, allowing you to fire at him without retribution!

After defeating the Handyman, keep an eye out because he drops a piece of Gear when he dies! This Gear can occasionally be hidden around the Handyman's massive corpse. Pay attention and make sure you don't miss out on a valuable piece of Gear!



Rank	Type	Health	Ranged Damage	Melee Damage
4	9952	1334	800	1382
5	12938	1601	960	1659



SIREN

Tactics and Strategy

The ethereal Siren is an other-dimensional form of Elizabeth's perception of who Lady Comstock was. The Siren is a very difficult enemy, and the utmost preparation and care should be taken in order to defeat her.

The biggest threat from the Siren usually isn't even from her—it's from the corpses she revives to fight you! When the Siren is reviving enemies, she'll be vulnerable, so use that time to deal some significant damage. Afterwards, it'll be difficult to find time to focus on the Siren, since you'll also have to contend with several reanimated soldiers. Try to take out the soldiers as soon as possible so you can focus on the Siren again.

In between reviving soldiers, the Siren attacks similarly to the Zealot by moving toward you and charging up a melee attack. This attack deals massive damage, so try to keep some distance away from her whenever possible.

The Siren is mostly immune to the effects of Vigors—they'll deal damage, but you won't be able to stun her. She takes more damage from Devil's Kiss, so use this Vigor on her whenever she's raising the dead. In general, you'll be better served by using your Vigors on the soldiers and your ammo on her.

Rank	Type	Melee Damage
5	15994	985



BOYS OF SILENCE

Tactics and Strategy

The Boys of Silence, blind from birth, are placed as security in Comstock House. With enhanced hearing, the Boys of Silence essentially function as security cameras with legs.

A Boy of Silence stands in place and swivels his head, searching for intruders. If he detects you, the light on his mask turns yellow, and if he keeps spotting you, it turns red. Then, he'll teleport away, and the minions of Comstock House will be directed to attack you.

This is not ideal, since the Comstock House minions are incredibly durable warriors that attack in large numbers, and can wipe you out in a hurry. Avoid being detected by a Boy of Silence at all costs.

Even though this foe takes a human form, he cannot be killed. If attacked, the Boy of Silence immediately spots you and raises the alarm.

Try to avoid a Boy of Silence by staying away from his area of detection. He surveys the area in a predetermined pattern—watch his pattern and move past him whenever he starts scanning in a different direction. As long as you carefully monitor his pattern of detection, avoiding him should be no problem.

You cannot kill Boys of Silence.



ACHIEVEMENT & TROPHY GUIDE



Bioshock Infinite contains a total of 50 Xbox Achievements equaling a total of 1000 Gamerscore. There are 50 Trophies for the PS4, including one Gold Trophy.

SPOILER WARNING

The following pages reference some events and locations in the game that may be considered to be mild spoilers. Read on at your own risk if you haven't completed the game.

STORY ACHIEVEMENTS

The following nine challenges each unlock as you progress through the story. They're included here for completion's sake, but this guide withholds comments or descriptions to avoid potential spoilers. Follow along with the walkthrough portion of this guide for assistance in unlocking them.

ICON	TITLE	POINTS	TROPHY
	WRITTEN IN THE CLOUDS	5	BRONZE
	WELCOME TO MONUMENT ISLAND	10	BRONZE
	SHOCK TACTICS	10	BRONZE
	FIRST CLASS TICKET	10	BRONZE
	ARMED REVOLT	10	BRONZE

ICON	TITLE	POINTS	TROPHY
	WORKING CLASS HERO	25	BRONZE
	BLOOD IN THE STREETS	25	BRONZE
	HIGHER LEARNING	25	BRONZE
	THE BIRD OR THE CAGE	25	BRONZE

DIFFICULTY MODES

Bioshock Infinite contains four difficulty modes ranging from "Easy" to "1999 Mode." Completing the game on any one difficulty unlocks the Achievement or Trophy for all lower difficulties simultaneously. 1999 Mode is unlocked only after completing the game on Hard difficulty. Consult the Detective Training portion of the guide for specific differences between each of the difficulty settings and for tips and suggestions concerning 1999 Mode.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	TIN SOLDIER	10	BRONZE	Complete the game on Easy difficulty or above.
	SAW THE ELEPHANT	25	BRONZE	Complete the game on Normal difficulty or above.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	STONE COLD PINKERTON	50	SILVER	Complete the game on Hard difficulty or above.
	AULD LANG SYNE	75	SILVER	Complete the game in 1999 Mode.
	SHOULD AULD ACQUAINTANCE...	10	BRONZE	Unlock 1999 Mode.
	SCAVENGER HUNT	75	GOLD	Complete 1999 Mode without purchasing anything from a Dollar Bill vending machine.

COMBAT ACHIEVEMENTS

FOUNDER WEAPONRY

Each of the 11 Founder weapons (including the Sky-Hook) has a corresponding bonus. Use these weapons as Booker engages in combat with the Founders and Vox Populi to rack up enough kills to meet the criteria for each. You'll likely be tempted to swap out the Broadsider Pistol for the Founder China Broom at your first opportunity. This is fine. Just make sure to periodically use the Pistol later on in your journey to unlock the Achievement/Trophy. Note that only the Vox Hail Fire counts toward your progress on these challenges, as each of the other Vox guns (the Burstgun and Repeater) differs significantly from its Founder counterpart. Consult the table on the next page for the Achievement/Trophy details.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	INDUSTRIAL ACCIDENT	5	BRONZE	Killed 20 enemies with a Sky-Hook Execution.
	AERIAL ASSASSIN	5	BRONZE	Killed 20 enemies with a Sky-Line Strike.
	A REAL PISTOL	5	BRONZE	Killed 25 enemies with the Broadsider Pistol.
	PASSIONATELY RECIPROCATED	5	BRONZE	Killed 150 enemies with the Founder Triple R.
	STREET SWEEPER	5	BRONZE	Killed 50 enemies with the Founder China Broom.
	BIG GAME HUNTER	5	BRONZE	Killed 100 enemies with the Founder Huntsman.
	LOOSE CANNON	5	BRONZE	Killed 25 enemies with the Paddywhacker Hand Cannon.
	ON A CLEAR DAY...	5	BRONZE	Killed 30 enemies with the Bird's Eye Sniper Rifle.
	HERE LITTLE PIGGY	5	BRONZE	Killed 30 enemies with the Founder Pig Volley Gun or Vox Hail Fire.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	MASTER OF PYROTECHNICS	5	BRONZE	Killed 20 enemies with the Barnstormer RPG.
	SEASONED TO TASTE	5	BRONZE	Killed 30 enemies with the Peppermill Crank Gun.

VIGORS AND TEARS

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	WELL ROUNDED	10	BRONZE	Used all eight Vigors against enemies. There are eight Vigors available for you to find in Columbia. Unlock this bonus by testing out each newfound Vigor against at least one enemy. The Vigor must make contact with an adversary to count toward this challenge.
	VIGOROUS OPPOSITION	50	SILVER	Killed 75 enemies with a Vigor or while the enemy is under the effects of a Vigor. This may sound like a lot of Vigor-based kills, but you're bound to meet this total in a single playthrough (likely while in Emporia) as long as you make frequent use of attacks like Devil's Kiss, Shock Jockey, and Murder of Crows. These three Vigors have a relatively low Salts cost and lengthy duration of effect. Gunning down an opponent suffering the effects of a Vigor also counts toward this challenge.
	MORE FOR YOUR MONEY	25	SILVER	Lured three enemies into a single Vigor trap five times. The walkthrough portion of this guide calls attention to several instances where a "surprise" ambush is about to happen. Get the jump on the opposition by laying traps down in front of the door they'll be exiting. Traps also work especially well in the exhibits at the Hall of Heroes, during the battle with Slate's men, and against the risen dead in Memorial Gardens. It's rare to have many Salts available, but you can snare multiple enemies in Vigor traps wherever a Boy of Silence lurks. • Devil's Kiss and Murder of Crows • Devil's Kiss and Bucking Bronco • Devil's Kiss and Charge • Devil's Kiss and Possession • Shock Jockey and Murder of Crows • Shock Jockey and Undertow • Shock Jockey and Possession • Charge and Bucking Bronco
	MIND OVER MATTER	10	SILVER	Killed 20 enemies using Possessed machines. Taking using Possession on a Gun Automaton, Mosquito, or Rocket Automaton is one of the best uses for the Possession Vigor. The effects aren't terribly long-lasting, but a machine under the influence of Possession can quickly rack up multiple kills on your behalf. Make a point of casting Possession on every machine you see, even after you've unlocked this bonus.
	TEAR 'EM A NEW ONE	25	BRONZE	Opened 30 Tears. You won't gain the ability to direct Elizabeth in opening a Tear until you're making your way through the Hall of Heroes, but they become invaluable aids in combat. You can rush this bonus by repeatedly opening the same two or three Tears back and forth (there is a 10-second cooldown on most Tears), or you can just let it unlock naturally through the course of gameplay.
	STRANGE BEDFELLOWS	10	SILVER	Kill 20 enemies using allies brought in through a Tear. This bonus is unlocked by opening Tears for Mosquitoes, Gun Automatons, Rocket Automatons, and Motorized Patriots. There are several battles in particular where continued reliance on Tear-based Mosquitoes is recommended. As long as you don't wait too long to open the Tears or manage to kill the same enemies that your ally is targeting, you shouldn't have much trouble unlocking this bonus during the normal course of gameplay.

SKY-LINES

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	ON THE FLY	10	BRONZE	Killed 30 enemies while riding a Sky-Line. Depending on your personal style of play, this could be a tricky Achievement/Trophy to unlock without making a concerted effort. Weapons like the RPG and Volley Gun are easier to use while riding a Sky-Line, since they require far less precision and can eliminate multiple foes at once. It's advisable to equip pieces of Gear that aid your combat abilities on the Sky-Lines. Consider equipping both the Sky-Line Accuracy and Death From Above items. Three of the places where you can really rack up a lot of kills from a Sky-Line are: Soldier's Field (second visit), the Thoroughfare in Emporia, and aboard the Hand of the Prophet's upper deck.
	BOLT FROM THE BLUE	25	SILVER	Killed five enemies with a headshot while riding a Sky-Line. This is for the true sharpshooters out there, but this challenge doesn't have to be as hard as it sounds. Equip the Throttle Control, Sky-Line Accuracy, and Winter Shield pieces of Gear, and load up the Carbine Rifle. Find an area with at least a couple of enemies, and leap to the Sky-Line. Slow down as much as possible, and use the Carbine to get as many headshots as you can. You don't actually have to be sliding along the Sky-Line to get this to count; you just need to be hanging from it. Watch the reticle turn red over an enemy's head, and fire!

GENERAL COMBAT

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	HAZARD PAY	25	SILVER	Killed 10 enemies by using environmental hazards. Keep your eyes peeled for fireworks barrels, oil slicks, puddles of water, and other environmental hazards because you can use them to kill unsuspecting Vox and Founders. While Booker can detonate some hazards simply by shooting at them, like the barrels of fireworks at Raffle Park, others require use in conjunction with a Vigor. Send a bolt of Shock Jockey at water puddles to electrocute enemies standing in the water. Cast a firebomb from Devil's Kiss at an oil slick to create an instant inferno. Some hazards can be brought into the world via a Tear, particularly at Emporia. Tesla coils and oil slicks brought in by a Tear also count toward the total.
	BON VOYAGE	25	SILVER	Killed 20 enemies by knocking them off Columbia. The easiest way to knock enemies off Columbia is with the Undertow Vigor, and the best place to do this is on the roof of Finkton Factory and on the barges leading to the Hand of the Prophet. Aim Undertow at a group of foes, and bowl them over with Undertow's powerful stream of water. One dose of Undertow can knock multiple enemies backwards. Purchase upgrades for this Vigor to extend its reach and effectiveness!
	SKEET SHOOT	25	SILVER	Kill five enemies while they are falling. It's possible to earn this bonus by killing enemies as they leap from Sky-Lines, but it's much easier to simply target them as the effects of Bucking Bronco wear off. Hit a group of adversaries with Bucking Bronco, fire a couple of rounds with the Machine Gun to soften them up, then really open fire as they start to drop. Bucking Bronco lasts roughly five seconds (minus upgrades). One way to all but guarantee a quick completion of this Achievement/Trophy is to have the RPG ready. Fire a rocket at the ground beneath a group of enemies just as the effects of Bucking Bronco wear off. The splash damage should take care of them.
	LOST WEEKEND	10	SILVER	Killed five enemies while you are drunk. This is one of the trickier bonuses to unlock because Booker must quickly guzzle at least three alcoholic beverages while engaging enemies in a fight. Vision becomes severely blurred after quickly drinking the booze, and his balance and ability to aim are hindered. Alcoholic beverages drain Salts, so make sure to start with a full Salt Meter to ensure you can still cast a Vigor or two while drunk. Unleash a dose of Murder of Crows or Bucking Bronco, then spray-and-pray with the Machine Gun or Repeater to hopefully hit the weakened foes.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	HEARTBREAKER	50	BRONZE	Killed a Handyman by only shooting his heart. This is arguably the most difficult challenge in the game, next to "Auld Lang Syne" and "Scavenger Hunt." The Handyman moves quickly, and it's rare that you can line up an attack that he doesn't see coming. Equip precision weapons like the Pistol, Carbine, or Burstgun, and only fire when you have a clean shot at the Handyman's heart. It's also possible to use a charged-up Undertow attack to pull the Handyman towards you. This disables him for several seconds, leaving him weak and his heart vulnerable. Another option is to lure him up onto a nearby Sky-Line, then leap off when he begins his electrify attack. He'll be stuck motionless on the Sky-Line as he uses his energy to electrocute the rails. This is your best chance at lining up a shot at a temporarily stationary Handyman. Make it count!
	DAVID & GOLIATH	10	BRONZE	Killed 20 "Heavy Hitter" enemies. This Achievement/Trophy will unlock during the course of the game. The following enemy types count toward this bonus: Fireman, Zealot, Handyman, Motorized Patriot, and Siren.

UPGRADES AND COLLECTIBLES

This final group of Achievements/Trophies tests your commitment to exploration. Unlock these bonuses by searching all containers, spending money in the vending machines, and leaving no stone unturned. Follow along with the walkthrough portion of this guide—paying special attention to the maps—to uncover every hidden collectible in Columbia. This guide details the whereabouts of every Telescope, Kinetoscope, and Voxophone and includes the location of each and every safe, Infusion, and piece of Gear on the maps.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	DRESS FOR SUCCESS	5	SILVER	Equip a piece of Gear in all four slots.
	KITTED OUT	10	BRONZE	Fully upgraded one weapon and one Vigor.
	RAISING THE BAR	10	BRONZE	Upgraded one attribute (Health, Shield, or Salts) to its maximum level.
	INFUSED WITH GREATNESS	25	BRONZE	Collected every Infusion upgrade in a single game.
	SIGHTSEER	50	BRONZE	Looked through every telescope and watched every Kinetoscope film (Lifetime tally).
	THE ROGUSH TYPE	25	SILVER	Used Elizabeth to pick 30 locks (Lifetime tally).
	EAVESDROPPED	50	SILVER	Collected every Voxophone (Lifetime tally).
	GRAND LARGESSE	10	BRONZE	Spent \$10,000 at the vending machines of Columbia (Lifetime tally).
	COINS IN THE CUSHION	10	SILVER	Loot 200 containers (Lifetime tally).

CLASH IN THE CLOUDS

It's time to put your skills to the test! Clash in the Clouds challenges you to complete 60 distinct combat waves across four environments. Battle all manner of Founders and Vox in arena-style environments as you unlock a whole new set of Infusions, Vigors, Gear, and weaponry. And, there's a corresponding Blue Ribbon Challenge for each wave. Since brute power and patience will see you through to completing each of the waves without much difficulty, this chapter's tactics focus on completing the Blue Ribbon Challenges, which can be extremely difficult.

BATTLE PREP

THE LOBBY

You'll begin each play session in the lobby. Here you'll be able to review the leaderboards, acquire Vigors and Salts free of charge, save your progress, unlock different arenas, and visit the museum.



The Vigors on the table are free of charge. Grab a new one each time you play, so you don't have to purchase them.



Don't overlook this important logbook! This is where you save your progress in Clash in the Clouds.



The OPS Zeal is already unlocked, but you'll have to pay to unlock the other three maps.



Spend your extra money in the museum, collecting the many pieces of concept art, songs, and Kinetoscopes.



THE ARMORY

You'll jump right into the fray whenever you select a map, but you return to this room between each wave. Use this time to prepare for your next wave. Pay special attention to the announcement regarding the Blue Ribbon Challenge requirements and enemy list for the next wave. Equip your weaponry carefully and use the money that you earn in the previous wave to unlock the most useful Vigor and weapon upgrades before you start.



You can select any two weapons from this assortment prior to entering the map. When not sure, consider the Carbine and Volley Gun.



Purchase a Continue from the office door when trying to complete the Blue Ribbon Challenge or prior to the waves 10 through 15, as they tend to be very difficult.



Purchase all of the available Vigor upgrades as soon as you can, since these improvements will make the most difference when completing the challenges.

GENERAL TIPS

Clash in the Clouds allows for plenty of improvisation, experimentation, and various styles of play. There is no one clear path to victory, but this chapter can save you a lot of trial and error. Consider the following general tips when tackling this exciting addition to *Bioshock Infinite*.

- Play through all 60 waves at least once first, without worrying too much about Blue Ribbon Challenges. Use the Infusions you receive after every other wave to fully upgrade your Shield, then alternate spending those Infusions on Salts and Health. You won't be able to fully upgrade all three attributes, so you may want to prioritize Shield.
- Don't spend any of the money during your initial playthrough on items in the museum. First make sure you purchase all of the upgrades for each of the Vigors. You'll really need those upgraded Vigors if you're going to have any shot at completing all 60 Blue Ribbon Challenges.
- Remember to save your progress whenever you return to the lobby (interact with the book on the desk). Similarly, do not use the "Restart from Last Checkpoint" option in the middle of a wave, as that will send you back to the lobby.
- Dying or failing a Blue Ribbon Challenge is no reason to start over from the first wave on your first playthrough. Just keep playing on until you get to the fifteenth wave in an area. The cash, Gear, and Infusions you unlock are worth it.
- Understand that the maps change slightly from wave to wave. The Tears may change, the Sky-Lines may shift (or be removed), and the action may shift from solid ground to gunboats and gondolas.
- Don't use up the Salts and Health Kits from Tears too early in a wave, because they won't replenish during a wave. Save them for emergencies only.
- Consider buying a Continue before starting each wave (access the door in the armory) when trying to complete a wave's Blue Ribbon Challenge, as it could prevent a lot of frustration. Continues cost \$500, but a second Continue can be purchased mid-wave for \$1000 from the door inside the area.
- Use the money earned from attempting Blue Ribbon Challenges during your subsequent playthroughs to unlock the items in the museum. You'll have more than enough to unlock everything in the museum and still have plenty of money left over for upgrading your weaponry and purchasing Continues.

THE OPS ZEAL

UNLOCKED AT START

The OPS Zeal consists of a bow of a zeppelin docked alongside Pier 21. In many ways, this map is reminiscent of the Fort Franklin Pier area of the campaign, where Booker was chasing a fleeing Elizabeth. The zeppelin dominates the map and has multiple levels, including a sniper's perch, a steering room, and a lower corridor where you can find Tears for Salts and Health Kits. The Sky-Line is present on many of the waves, making it possible to access the buildings that flank the zeppelin.



Use the Sky-Lines (when applicable) to reach the upper buildings. Zealots and Firemen can't pursue you here.



The Tesla Coil and Gun Automaton Tears can be a big help, particularly if you lead the enemies back and forth across the zeppelin.



Watch for Snipers atop the crow's nest.



Use the lower level of the zeppelin and the control desk in the steer room to lure enemies into traps and to stay behind cover.

WAVE 1

Enemies Present: Soldiers

Blue Ribbon Challenge: Defeat the wave using Sky-line strikes only.

This is the easiest of all the waves to complete the Blue Ribbon Challenge. Simply use the Sky-Lines to zip around the map and kill each of the five Soldiers using a Sky-Line Strike. Don't use any Vigors or fire any weapons and you'll be guaranteed victory.

WAVE 2

Enemies Present: Soldiers

Blue Ribbon Challenge: Defeat the wave while only taking Shield damage.

This challenge is much easier if you have used multiple Infusions to upgrade your Shield. But even with a single Shield upgrade, it's still possible to achieve, provided you use the Sniper Rifle to eliminate the bulk of the enemies from afar. You can also cast Possession on a distant Soldier to help eliminate other enemies on your behalf.

WAVE 3

Enemies Present: Soldiers

Blue Ribbon Challenge: Defeat the wave using only Sky-Hook attacks and Shotgun.

This challenge is similar to the one in Wave 1, only you're also allowed to use your Shotgun and don't have to perform Sky-Line Strikes—you can also use the Sky-Hook to perform melee kills from on the ground. Nevertheless, the challenge is easier to complete if you rely entirely on Sky-Line Strikes. Above all else, make sure you don't use any Vigors.

WAVE 4

Enemies Present: Soldiers, Volley Gunners

Blue Ribbon Challenge: Defeat the wave using only machine guns or the Crank Gun.

Equip the Machine Gun and the Repeater before you head into battle, reminding yourself to not use any Vigors during this wave as you go. It's also worth noting that the Burstgun does not count for this challenge. Look for any lone Soldiers in the area near the spawn point, then leap to a Sky-Line and open fire from it. Use the Throttle to slow down while you target an enemy, then accelerate away from enemy fire to either of the small rooms so your Shield can replenish. Be particularly careful when going up against the Volley Gunner—consider opening a Tear for cover.

WAVE 5

Enemies Present: Handyman

Blue Ribbon Challenge: Defeat the wave using only the Pistol and Hand Cannon.

Equip the Hand Cannon and wait for the Handyman to spawn and make his way to the upper deck of the zeppelin. Open fire on his heart with the Hand Cannon as he approaches. Back away and utilize cover, but watch for your Shield to break. Leap to a Sky-Line if the Handyman depletes your Shield and ride it to safety. Open fire on him until out of Hand Cannon ammo, then swap to the Pistol and finish him off. Don't use any Vigors and don't open any offensive Tears.

WAVE 6

Enemies Present: Soldiers, RPG Soldiers

Blue Ribbon Challenge: Defeat the wave without picking up weapons or looting corpses.

Equip the Hand Cannon and either the Carbine or Sniper Rifle (or Rocket Launcher if you prefer heavy damage) and set about sniping as many Soldiers as you can from the upper room. Use the Handgun on any enemies that ride the Sky-Line up to your position, then take off running. Feel free to use Possession or any other Vigors you prefer and certainly aim to Sky-Line Strike the RPG Soldier or hit him with Possession. The only thing to remember is to not loot any corpses until after you've slain the last enemy and received credit for completing the challenge. You'll have 10 seconds to loot the corpses after the wave.

WAVE 7

Enemies Present: Soldiers, Snipers, Zealots

Blue Ribbon Challenge: Defeat all enemies using only zoomable weapons while they are zoomed.

Technically speaking, all of the weapons can be zoomed by clicking the Aim Controls (except the Sky-Hook). That being said, the Sniper Rifle, Carbine, RPG, and Burstgun are the most useful when zoomed. Target the Zealot right away with the RPG, then change positions and, using either the RPG or Sniper Rifle, take aim on the Snipers high atop the uppermost platform. It's possible to zoom in with any weapon while riding a Sky-Line, so don't feel that you must be on solid ground to complete this challenge. In fact, you should certainly make your way to a Sky-Line when attacking the Zealots, because they can't ride the Sky-Line to attack you.

WAVE 8

Enemies Present: Zealots, Volley Gunners

Blue Ribbon Challenge: Defeat all enemies using only Tears, Possession traps, and Return to Sender traps.

This challenge is easier if you have gone through all of the waves and increased your Salts Meter with Infusions. Elizabeth will help you keep your Salts topped off, but you may still need to open a Tear to gain additional Salts. Fortunately, there are several Tears that can help you in this battle. There is a Gun Automaton and Rocket Automaton that can be used, as well as the Tesla Coil. Have Elizabeth open these Tears and try to lure the enemies toward these positions. Similarly, place a pair of Possession traps on the ground and lure the enemies toward them. With some luck, you'll bait the Volley Gunners into tripping a Possession trap and then opening fire on the Zealots. Stay on the move and continue luring the enemies toward the automatons and traps you set up.

WAVE 9

Enemies Present: Soldiers, Handyman

Blue Ribbon Challenge: Defeat all enemies without ever hitting anyone in the head or the heart.

Equip the RPG and Volley Gun so that you only inflict splash damage and can't accidentally hit a Soldier in the head or the Handyman in the heart. Use Vigors and Sky-Line Strikes to eliminate the Soldiers while you sprint around the map, keeping clear of the Handyman's range. Have Elizabeth open the Tear for the Decoy on the upper deck when the Handyman is nearby, and then open fire on him with the Volley Gun. Similarly, Murder of Crows will also distract him long enough to get several attacks in.

WAVE 10

Enemies Present: Soldiers, Siren

Blue Ribbon Challenge: Defeat the Siren before she performs a resurrection.

This is one of the most difficult Blue Ribbon Challenges at The OPS Zeal, but can be made much more manageable if you've saved the \$6000 to purchase the Charge Aid and Charge Boost Vigor upgrades. These Vigor upgrades add brief invulnerability and explosive damage to the Charge attack! Equip the Shotgun and RPG before starting the wave, along with the Burning Halo piece of Gear. The key to completing this challenge is to not only kill the Siren quickly, but to disperse the corpses she uses to perform the resurrection. Leap straight down toward the Tesla Coil and take aim at the corpses on the ground with the RPG. This sends them flying off the zeppelin, leaving the Siren with nobody to resurrect. Now look for the Siren to appear in the vicinity of the Tesla Coil Tear, open fire on her with the Volley Gun or RPG, and then use Charge repeatedly. This is where having a larger Salts Meter can really come in handy. Charge Aid keeps you safe while you do this. With the Siren defeated, you're then able to focus on the four Soldiers. Use your preferred weapon and Sky-Line Strikes to complete the wave.

WAVE 11

Enemies Present: Soldiers, Firemen, Patriot

Blue Ribbon Challenge: Defeat the wave without using Sky-Lines or Hook-Points.

Equip the Shotgun and Volley Gun so you can deploy heavy firepower at range over the railings. Remember that you're not going to be able to get too high a position, since you can't use the freight hooks or Sky-Lines. At the start of the wave, cast Possession on a Soldier or Fireman to enlist their help against the Motorized Patriot atop the stairs. Then, while the Patriot is distracted, open fire on its back with the Shotgun. The Volley Gun also comes in handy for making sure the Fireman doesn't remain too healthy when it comes time to square off against him. The upgraded Possession Vigor and the Volley Gun are pretty much all you need for this challenge. Consider equipping the Crank Gun before the wave ends so you have it for the next wave.

WAVE 12

Enemies Present: Firemen, Zealots

Blue Ribbon Challenge: Defeat the wave within 1:15.

This is your first timed challenge and the ease at which you complete it depends on the Vigors that you've chosen to upgrade and whether or not you bring the Crank Gun with you from the Motorized Patriot in the prior wave. Cast Possession on the Zealot nearest the Firemen, then open fire on the Firemen with your most potent weaponry, preferably the Crank Gun. Weaken them to the point that they are going to self-destruct, then turn away and focus on the other Zealot. Use Undertow to push the Zealot and remaining Fireman off the edge of the Zeppelin. Use the Vigor's alternate attack to pull an enemy toward the edge of the ship, then blast them with the primary Undertow attack to knock them off.

WAVE 13

Enemies Present: Firemen, Handyman

Blue Ribbon Challenge: Defeat the wave using only weapons fired from a Sky-Line or Sky-Line Strike.

Ride the Sky-Line out over either of the Firemen and attack with the Machine Gun or Carbine, while listening for the Handyman to yell his disapproval. Quickly ride to the other side of the arena and leap down. Reload your weapon, don't use any Vigors or fire any attacks while on the ground, then return to the Sky-Line. Keep this up until both Firemen are defeated, and then have Elizabeth open the Decoy Tear to bait the Handyman toward it. Leap to the Sky-Line and open fire on the Handyman with either the RPG or Volley Gun. Use the zeppelin's control room for cover and to lure the Handyman back toward the Decoy.

WAVE 14

Enemies Present: Soldiers, Snipers, Zealots

Blue Ribbon Challenge: Defeat the wave using only Shock Jockey or headshots.

Equip the Sniper Rifle and Carbine along with Shock Jockey and head out into the action. Focus your attention on the elevated Snipers first—ride the Sky-Line to an upper room and snipe them. Make sure to line your shot up carefully and be extra sure you're going to hit them in the head, or else you shouldn't take the shot. It's possible to hold back on the Throttle while riding the Sky-Line and snipe from the Sky-Line, but this is not necessary and only adds to the challenge. Leave the Zealot for last, since he is unable to damage you while you are on the Sky-Line. Set up a number of Shock Jockey traps beneath your position on the Sky-Line and try to lure him into them. Look for the Zealot to remain motionless while you're on the Sky-Line and then take the shot with the Sniper Rifle.

WAVE 15

Enemies Present: Patriot, Handyman

Blue Ribbon Challenge: Defeat each enemy with a different Vigor type.

Upgrade your Machine Gun and either the Volley Gun or Machine Gun and purchase upgrades for Devil's Kiss, Charge, and Return to Sender with all of their remaining upgrades. Make sure you don't have any Gear that inflicts elemental damage equipped, to make sure you don't accidentally inflict elemental damage when you don't want to. Lastly, it pays to have several Salt Meter upgrades. If you haven't finished the waves on the other maps and find this challenge too difficult, come back to it after you've used more Infusions upgrading your Salt Meter.

The wave consists of a single Motorized Patriot and two Handymen which, fortunately, don't attack simultaneously. Focus your early efforts on the Motorized Patriot. Use Return to Sender to catch and return its Crank Gun attacks back at it. Soften it up with the Volley Gun or Machine Gun (or the Gun Automaton Tear) and, once it's low on health, use the Return to Sender Vigor exclusively against it. Undertow can also be used to inflict fatal damage to the Motorized Patriot, but you'll need to cast it a lot.

Defeat the Handyman by luring it over and over past the Gun Automaton while turning and firing on it with your chosen weaponry. Use the Salts Tear in the center of the zeppelin to replenish your Salts as necessary, but try not to use them up too soon. Soften up the Handyman then, once it's low on health, switch to Devil's Kiss and use it exclusively until it is dead. Repeat this tactic for the final Handyman while only utilizing the Charge Vigor. Stop using your weaponry once the enemies have less than one-fourth of their health remaining. You've come too far to accidentally kill the last enemy with a Shotgun blast.



DUKE AND DIMWIT THEATER

\$250 TO UNLOCK

The Duke and Dimwit Theater map resembles a portion of the Soldier's Field boardwalk amusement park. The only difference is that many of the waves here take place across the rooftops, connected by a Sky-Line. Other waves don't feature a Sky-Line and take place in the open area between the buildings, at lower ground. You'll find a Sniper Rifle Tear atop the tower. Some of the waves also feature an enemy Mosquito that, while not part of the enemy tally, does pose a threat. It's worth taking Possession of the Mosquito during those challenges that aren't nullified by a Friendly Fire kill or when you're simply looking to complete the wave. Make use of the freight hooks to reach the upper levels during those waves without a Sky-Line.



Ride the Sky-Line from one roof to another and let the Soldiers come to you!



Be extra careful about crossing the open plaza during waves without a Sky-Line. Stay back near the stairs and use cover.



Place your traps near the gazebo and by the Duke and Dimwit statue, then lure your enemies into them. This is a great place for Murder of Crows traps!



You will encounter waves that take place aboard gunships. Wait for the gunships to draw near the rooftops and use Undertow against those on board.

WAVE 1

Enemies Present: Soldiers, RPG Soldiers

Blue Ribbon Challenge: Defeat all enemies with the Shotgun.

Open the Tear near the spawn point to claim a Shotgun if you don't already have it equipped and swap to your Shock Jockey Vigor. Ride the Sky-Line to the highest point and take cover behind the building, so you aren't targeted by any of the RPG Soldiers. The basic Soldiers will ride the Sky-Line to your position. Wait for them and hit them with the Shotgun as they dismount. If more than one attack simultaneously, hit them with Shock Jockey first to stun them, then open fire with the Shotgun. Keep an eye out for the Mosquito—you don't need to destroy it, merely be aware it's in the sky. Friendly Fire will void your efforts for a Blue Ribbon, so be careful about engaging basic Soldiers in front of the RPG Soldiers, as they may accidentally kill the basic Soldiers. Ride the Sky-Line to each of the elevated RPG Soldiers and finish them off with the Shotgun.

WAVE 2

Enemies Present: Soldiers, Patriots, Firemen, Zealots

Blue Ribbon Challenge: Defeat two enemies with a Possessed Patriot.

The key to completing this challenge lies in keeping the Patriot alive while you have him under the influence of the Possession Vigor. The best way to do that is to first lure the Fireman away from the Patriot and eliminate him one-on-one. Then, ride the Sky-Line to the Patriot and cast Possession on him. Continue hitting him with Possession whenever the effect wears off, so he can kill the basic Soldiers and maybe a Zealot when they arrive. Watch for the gondola to arrive with reinforcements and consider lending a hand with your Machine Gun to help soften up some of the attackers, so the Patriot can kill them easily.

WAVE 3

Enemies Present: Firemen

Blue Ribbon Challenge: Force three Firemen to self-destruct while airborne from either Bucking Bronco or Undertow.

There are six Firemen on the map, which means you have ample opportunity to complete the challenge, but you're also facing a significant hazard. Equip Bucking Bronco from the start, as well as the RPG, Hail Fire, or Volley Gun. Lure the Firemen down onto the larger open area in the center of the map and open fire on them. Cast Bucking Bronco to float them into the air and switch to your heavy artillery. Spam the Volley Gun or RPGs at them while continuing to cast Bucking Bronco whenever the Firemen are about fall back to the ground. Firemen trigger a self-destruct phase once they're reduced to 15% of their total health. Keep them in the air and watch them detonate. Killing two or even three at once isn't unusual.

WAVE 4

Enemies Present: Soldiers, Volley Gunners

Blue Ribbon Challenge: Damage 5 enemies with Vigor traps.

This wave features 11 enemies, providing plenty of opportunity for you to catch five of them in a Vigor trap. Fortunately, you don't need to use numerous Vigors. Consider setting up a Devil's Kiss or Murder of Crows trap near the Duke and Dimwit statue, then back away to lure the enemies in your direction. Fire a few occasional shots to get their attention if they don't seem to be attacking. Place additional traps as necessary and lure the enemies into it. The Vigor trap doesn't need to kill the enemies for you to complete the challenge; it only has to injure them. The Murder of Crows trap is particularly useful, especially if upgraded, as the crows will disperse and attack enemies across a wide area.

WAVE 5

Enemies Present: Soldiers, Snipers

Blue Ribbon Challenge: Complete the wave in under 0:45.

Equip an upgraded Shotgun and Undertow and immediately leap to the Sky-Line and ride it in a counter-clockwise direction. Sky-Line Strike the first enemy you see, then leap back to the Sky-Line to reach the upper platform where the next batch of enemies are. Knock them off with Undertow if they are near a ledge adjacent to open sky while blasting away at the others with the Shotgun. Continue in the counter-clockwise direction, using your Sky-Line Strike and Undertow on the remaining foes. It's tempting to rush, but there are only six enemies and you'll be able to reach them quite fast using the Sky-Lines.

WAVE 6

Enemies Present: Handyman

Blue Ribbon Challenge: Defeat the Handyman while he's electrocuting a Sky-Line.

With only one enemy to deal with, this wave isn't as hard as those with lesser enemies. The trick to completing the Blue Ribbon Challenge is to weaken the Handyman enough while he's on the ground, without killing him, so that you can finish him off while he's on the Sky-Line. You can do this by hitting him with Devil's Kiss (there's an oil slick Tear that can help) and the Volley Gun, or use the RPG while he's on the ground. Leap to the Sky-Line to lure him up onto it. Ride slowly and leap back to solid ground near him as soon as he grabs hold of the rails. Hit him with Undertow and the Volley Gun, or other preferred weaponry, to kill him while he's electrocuting the rails. Pay close attention to his health meter and do not attack him while he's on the ground once his health has been reduced below 20%, because you don't want to accidentally shoot him in the heart for heavy damage.

WAVE 7

Enemies Present: Soldiers, RPG Soldiers, Patriots

Blue Ribbon Challenge: Defeat five enemies with Undertow.

Stand in the open on the gondola you start on and wait for the first enemy ship to pull alongside. Don't shoot the enemies here (and definitely don't open the Tear for the Gun Automaton). Blast the Soldiers and RPG Soldiers with Undertow as soon as the ship arrives to knock them off. The first ship has five enemies and the second ship has six, including a Motorized Patriot. Unload on the enemies aboard the second ship from afar with the Volley Gun and the Gun Automaton. Cast Possession on the Motorized Patriot to cut down on the incoming gunfire.

WAVE 8

Enemies Present: Soldiers, Volley Gunners

Blue Ribbon Challenge: Defeat two enemies with a Possessed rocket turret.

This is a really tricky challenge to complete because all of the enemies are initially aboard the very same zeppelin that has the rocket turret you must Possess. Though it's possible to eventually lure some of the enemies off the ship, the best way to do this is to use the Undertow Vigor's "grab and pull" alternate attack. Ride the Sky-Line up to the roof above the Duke and Dimwit Theater and pull several of the enemies off the zeppelin onto the rooftop. Ride the Sky-Line across the map to get away from them, then turn and Possess the zeppelin's rocket turret from across the map. Continue casting Possession as many times as it takes until the Blue Ribbon Challenge is completed. At that point you only need to finish off the other enemies. Then, turn your attention on the rocket turret—your final enemy. Open fire with the RPG or a Machine Gun.

WAVE 9

Enemies Present: Soldiers, Zealots, Patriots

Blue Ribbon Challenge: Defeat every enemy with a different weapon or Vigor.

The fact that there are eight different enemies means you're going to have to get a little creative. Fortunately, you only need to ensure that the fatal blow is different for each enemy. Start the wave by firing the RPG or Volley Gun down at the cluster of enemies near the Motorized Patriot to weaken them all, then stop firing immediately as the Soldier is killed. With any luck the Zealot will pursue you on the roof. Finish him with Devil's Kiss or Shock Jockey, then open fire on a Soldier down below with the Carbine. Kill the Motorized Patriot with either Charge or Return to Sender and use its Crank Gun against one of the distant Soldiers. Retreat from the Motorized Patriot to recover Salts and Health near the ice cream store and grab the RPG from the Tear behind it. Save the RPG for the second Motorized Patriot. First finish off the other Soldiers using Charge, a weapon you hadn't used before (dropped by an enemy) or Possession. Possessed Soldiers kill themselves, so this will count—just make sure there are no enemies nearby for them to attack.

WAVE 10

Enemies Present: Soldiers, Volley Gunners

Blue Ribbon Challenge: Complete the wave using only Charge, Return to Sender, and Shotguns.

Ride the Sky-Line in a counter-clockwise direction to the roof opposite the theater and use a combination of Charge and the Shotgun to one-two each of the enemies here. A Shotgun blast alone isn't enough to kill a Volley Gunner, but using Charge first weakens them enough for the Shotgun to finish them off. Return to Sender is also effective, but a bit riskier tactic because it slows you down and makes you more vulnerable to enemy fire. Stay on the move, using Charge to fly across the gaps from one gondola to the next. You can use both the Shotgun and Heater for this challenge.

WAVE 11

Enemies Present: Soldiers, Patriots

Blue Ribbon Challenge: Defeat the Patriot with a Possessed enemy.

Remain on the initial gondola while the others come into view and ready the Undertow Vigor as the first several armored Soldiers make their way toward you. Knock them off the gondola with Undertow and take cover. There are still too many other enemies on the distant gondolas to risk advancing beyond the first or second gondola. Use the Carbine or Sniper Rifle to pick off a few other enemies, until there are only four enemies remaining, including the Motorized Patriot. Now take aim on the Motorized Patriot with the Machine Gun or a rifle to weaken it. Keep your distance and conserve your Salts for the final attack. Watch the Motorized Patriot's health carefully and continue attacking until it has only a sliver of health remaining. Then, turn and cast Possession on the remaining Soldiers. With some luck, they'll be able to kill the Motorized Patriot before it kills them.

WAVE 12

Enemies Present: Soldiers, Snipers

Blue Ribbon Challenge: Defeat all enemies with Vigor traps.

Ensure that you have fully upgraded the Murder of Crows Vigor before starting this wave. Leap to the second gondola and place multiple Murder of Crows traps on the floor of the gondola and also place one on the third gondola. The Soldiers will leap from gunboat to gunboat and trigger the traps. Once tripped, a Murder of Crows trap unleashes a flock of crows in all directions, leaving you free to watch as the birds peck your enemies to death. The enemy corpses will become traps themselves, ensuring that Murder of Crows chains from one victim to the next, all from a single trap.

WAVE 15

Enemies Present: Soldiers, RPG Soldiers

Blue Ribbon Challenge: Complete the wave in under 1:30.

This challenge is easier than it sounds at first because you don't actually have to kill all of the enemies on the gondola and in the zeppelin under the time limit to complete the wave. You actually only need to destroy the zeppelin's engine and then run out of the door to the right. Use the Sniper Rifle and Undertow to rid the gondolas of the Soldiers. Pull them toward your position with the Undertow alternate attack, then blast them with standard Undertow to send them to their death. Take a moment to make sure you eliminated all of the Soldiers on the gondolas, then use the hooks to Sky-Hook from gondola to gondola and up to the zeppelin. Switch to Bucking Bronco and sprint down the walkway to the interior. Cast Bucking Bronco repeatedly at the enemies inside the zeppelin to incapacitate them while you sprint toward the rear of the ship. Destroy the engine (follow the on-screen prompt), then turn to the right, and leap out of the door to finish the wave.

WAVE 13

Enemies Present: Soldiers, Volley Gunners

Blue Ribbon Challenge: Defeat five enemies with a single Devil's Kiss blast.

Make sure to have fully upgraded the Devil's Kiss Vigor before starting this challenge. The enemies all begin atop the gazebo and the only way to get five of them huddled up close enough to kill at once is with Undertow. Pull them down to the ground near the starting point, then put some distance between you and your foes. Replenish your Salts either from Elizabeth or via the Tear beneath the gazebo and switch to Bucking Bronco. The only way to stay alive while you have this many Volley Gunners in one place is to hold them aloft with Bucking Bronco. Use the Vigor repeatedly to keep them in the air, then toss a charged-up Devil's Kiss attack at them. The combo of Bucking Bronco and Devil's Kiss should burn at least five of them to death.

WAVE 14

Enemies Present: Soldiers, Handyman

Blue Ribbon Challenge: Defeat the Handyman with a Tesla Coil.

This isn't a particularly difficult challenge to complete, provided you are patient and purchase an extra life before you begin. Equip the Carbine and Shotgun and use them to eliminate the three Soldiers before you engage the Handyman. It's important to get them out of the way early, in order to focus on evading the Handyman's attacks. Once the other enemies are defeated, open the Tesla Coil Tear in the gazebo and get the Handyman's attention. The Tesla Coil inflicts very minor damage to the Handyman, so you're going to have to weaken him substantially on your own. Do this by using the Machine Gun, Hand Cannon, or Vigors like Devil's Kiss or Charge. Stay on the run to bait the Handyman toward the gazebo. Run and jump repeatedly to avoid some of the Handyman's ground-pound attacks while you lure him through the gazebo, down the stairs, and back up toward the Tesla Coil. Use the Sky-Line to reach the Medkits atop the theater if you take too much damage.

RAVEN'S DOME

\$500 TO UNLOCK

Raven's Dome is a unique map that takes place on an aviary-like island that is invaded by a continuous stream of gunships. There's simply not a lot of room to run around and evade enemies here, but the staircases on the side and the planters do provide some cover. Watch to see where the enemies originate from, flee to the opposite side of the Raven's Dome, lay down traps, and ready your weaponry as dictated by the Blue Ribbon Challenge. Not all waves are limited to the dome, however. Some waves take place on a more sprawling rooftop configuration. This version of the map offers several helpful Decoy Tears, as well as cover inside a red-bricked structure. Nevertheless, you'll need to watch for enemies approaching from all directions aboard gunships.



The battle may sometimes be limited to the Raven's Dome aviary, making it imperative that you use cover and funnel your enemies down the stairs toward you.



Use the Decoy Tear to draw enemies to the edge, then hit them with Undertow to knock them off.



Have Elizabeth open a Tear for Salts in the corner of the red brick building when you find yourself running low.



Several of the waves do have a Sky-Line that makes it possible to reach the Raven's Dome aviary from the rooftops. Use it to reach the Tears inside the mansion.

WAVE 1

Enemies Present: Soldiers

Blue Ribbon Challenge: Defeat all enemies with the Sky-Hook melee.

Equip the Burning Halo Gear and any other items you have that increase melee damage before starting the wave. Wait for the enemy gondola to arrive and retreat down the stairs to cover. Now, wait for your enemies to arrive. They'll charge your position in groups of two. Hit them with a melee attack to set them aflame, then retreat to cover so your Shield can recharge. Continue these hit-and-run tactics until you've successfully killed each enemy in melee. Look for the signal over an enemy's head indicating that it is primed for an execution. Melee executions earn you a nice reward bonus.

WAVE 2

Enemies Present: Soldiers

Blue Ribbon Challenge: Defeat all enemies with the Pistol.

This challenge requires you to use the Pistol, so don't make the mistake of taking the Hand Cannon with you into battle, since this will cause you to fail the challenge. Equip Shock Jockey and the Pistol, then launch into battle. Shock enemies with the Vigor, then, while they're relatively motionless, open fire on their heads with the Pistol. Loop the central building on the roof while taking out the enemies you encounter. Open the Tear for the Decoy to distract the enemies firing at you from the gondolas. Stay on the move and continue to use Shock Jockey and the Pistol to defeat the enemies as quickly as you can. It pays to have all of the upgrades for the Pistol, particularly the Clip Increase and Damage Boost 1 and 2.

WAVE 3

Enemies Present: Soldiers, Volley Gunners

Blue Ribbon Challenge: Defeat all enemies using only the Undertow Vigor.

The seven enemies arrive on the gondola. Ready your Undertow Vigor and sprint across the rooftop toward the gondola. Hit it with Undertow as soon as it's in reach to knock several of the Soldiers to their death before they even have a chance to disembark. Chase down any remaining Soldiers and push them over the edge with Undertow. Volley Gunners require more effort—try to get to them before they head inside a building where there is less opportunity to be pushed over. If necessary, use Undertow's pull ability to position a Volley Gunner closer to the ledge. Just remember to not fire any weapons or other Vigors at the Soldiers.

WAVE 4

Enemies Present: Soldiers, RPG Soldiers, Zealots

Blue Ribbon Challenge: Defeat all enemies with Vigor traps.

If you've successfully completed the earlier Blue Ribbon Challenges that require you to defeat all enemies with Vigor traps, then you know how potent Murder of Crows can be. Unfortunately, Murder of Crows cannot harm a Zealot, so you're going to have to use Devil's Kiss along with it. Begin the wave by placing multiple Murder of Crows traps down on the rooftop below you and also right near the edge of your gondola. The Zealot will fly up to your position and even though he won't be hurt by the trap, he'll trigger it. Run away from him and loot the corpses of those that are slain by Murder of Crows. Replenish your Salts from the Tear, just beyond the large house in the center of the map, then lay down a couple of Devil's Kiss traps near the stairs so you can bait the Zealot into them. Place a final Murder of Crows trap down if there are any enemies remaining after you've killed the Zealot.

WAVE 5

Enemies Present: Soldiers, Handyman

Blue Ribbon Challenge: Defeat the Handyman before any other enemy.

There are only four enemies in this wave, including the Handyman. However, the others will track your position, so you have to work fast. Ride the Sky-Line up to the lone house and use the Undertow's pulling ability to yank the Handyman up to your position. Don't wait for him to chase you on his own, as the Soldiers will do the same. Continue to hit him with Undertow or Devil's Kiss to stun him while you open fire on his heart with the Hand Cannon or Machine Gun. With some luck and good aim, you'll finish him off before any of his attacks accidentally damage the approaching Soldiers with Friendly Fire. You must kill the Handyman before any other enemy dies, even by Friendly Fire. Finish off the other enemies to complete the challenge.

WAVE 6

Enemies Present: Soldiers, Patriots

Blue Ribbon Challenge: Defeat five enemies via Friendly Fire.

Equip Possession and ensure that you have all of the upgrades so you can cast it multiple times. You need to move around the map quickly, casting Possession first on the Motorized Patriot, and then on all of the Soldiers you see. Open the Rocket Automaton while the Motorized Patriot is close, then have Elizabeth open the Tear for either the Mosquito or Gun Automaton while the enemies converge on your position. Kills from Possession and Tears both count as Friendly Fire deaths, so use both methods. You shouldn't have too much trouble, as long as you don't fire any weapons or Vigors other than Possession until the challenge is completed.

WAVE 7

Enemies Present: Soldiers, Snipers, Volley Gunners, Zealot

Blue Ribbon Challenge: Defeat the Volley Gunner and the Zealot before damaging any snipers.

Ride the Sky-Line up to the building with the trees and grass and wait for the Zealot and Volley Gunners to meet you up there. Use Undertow to move them to the edge and knock them to their deaths. There are two Volley Gunners that you'll have to deal with in this spot, then you can ride the Sky-Line around to the other side of the map to target the other Soldier. Stay clear of the Snipers (one is near the Decoy and the other is up above by the mansion). Use Undertow to knock the Snipers from the roof or cast Murder of Crows at them to distract them long enough for you to move in with the Shotgun.

WAVE 8

Enemies Present: Soldiers, RPG Soldiers

Blue Ribbon Challenge: Defeat all enemies with turrets or environmental hazards.

This is one of the most difficult Blue Ribbon Challenges in the game because many of the Soldiers can be killed by Friendly Fire by the RPG Soldiers. This will cause you to fail the challenge. The RPG Soldiers only fire their rockets when they see you, so you'll need to stay on the move and try not to get too close to the other Soldiers within sight of the RPG Soldiers. Keep that in mind as you Sky-Line over to the garden area where the Tesla Coil and Gun Automaton are located. Use these two Tears to kill the Soldiers while they disembark the gondola in pursuit of you. Stay on the move and lure them toward the Tesla Coil. Keep the Tesla Coil open so it traps the Soldiers in its range and electrocutes them to death. Stick near the garden area and continue baiting the Soldiers toward the Tesla Coil. Open the Gun Automaton if necessary. You can find Medkits near the mansion if you need them. This challenge requires patience and a good amount of luck; expect it to take multiple tries, as the RPG Soldiers are very likely to kill one of the other Soldiers. You can use Bucking Bronco and Return to Sender's shield ability to prevent damage.

WAVE 9

Enemies Present: Soldiers, RPG Soldiers, Firemen

Blue Ribbon Challenge: Defeat all enemies in 60 seconds using Vigors only.

There are only five enemies in this wave, but they're spread apart on multiple gondolas. Fortunately, the gondola you begin on cruises right past them, allowing you to use Undertow to pull multiple enemies off their gondolas. Yank pairs of enemies toward your position, and then use Undertow to push them overboard. Don't fire any weapons and don't leap to a Sky-Line or any freight hooks. Just continue to ride your gondola toward the other enemies and rely on Undertow to bring the enemies to you.

WAVE 10

Enemies Present: Soldiers, RPG Soldiers, Firemen

Blue Ribbon Challenge: Take no damage for 30 seconds.

This is one of the easiest challenges at Raven's Dome because it's possible to hide behind cover right from the start. The concrete planter to the right of your spawn point provides excellent cover. As long as you don't poke your head out, you should be able to avoid being shot. You can also cast Return to Sender for use as a shield if you are particularly worried about being exposed.

WAVE 11

Enemies Present: Soldiers, RPG Soldiers, Volley Gunners, Firemen

Blue Ribbon Challenge: Defeat all enemies with the Shotgun.

This challenge requires you to only use the Shotgun in combat. You can't use any Vigors, nor can you use the Sky-Hook. Purchase an extra life from the office and start the wave. There are only six enemies to deal with. However, since the Shotgun's effective range is so short, this can be a very tricky fight. Use the mansion for cover and have Elizabeth open the Tear for the Medkits in the corner. The enemies tend to congregate just outside the mansion, at the base of the stairs. Bait them closer to your position and make hit-and-run attacks on them to soften them up. Don't worry about trying to isolate a particular type of enemy. Focus on whichever one is closest to where you're taking cover. Retreat whenever your Shield is depleted, wait for it to recharge, then attack again. Friendly Fire will not negate the challenge, but using offensive Tears or even defensive Vigors will. If possible, try to damage the Fireman enough for him to self-destruct in the vicinity of other enemies.

WAVE 12

Enemies Present: Soldiers, Firemen

Blue Ribbon Challenge: Defeat the wave without picking up weapons or looting corpses.

Just as you did in the similar challenge at The OPS Zeal, the only thing you need to do to earn this Blue Ribbon is to remember to not pick up any weapons or loot corpses until after you've defeated the last enemy. You could play it extra safe and use Undertow to throw enemies to their death, ensuring there are no corpses to loot, but this isn't necessary. Use the Shotgun or Volley Gun along with Murder of Crows and wait until the ribbon is awarded before you loot the corpses.

WAVE 13

Enemies Present: Snipers, Patriots

Blue Ribbon Challenge: Defeat all enemies while they are distracted with a Booker Decoy Tear.

Purchase a Continue and equip the Sniper Rifle and Carbine, since you're going to need to keep as far away from the enemies as possible for them to focus their attention on the Decoy. Stay in the mansion and open the Tear for the Decoy down below. Scan the gondola and rooftop ahead of you for a sniper. Take him out while he takes aim on the Decoy. Open another Tear to refresh the Decoy, then open it again and take out the other Sniper who will likely be closer. Be sure to fire your Sniper Rifle before the enemy Snipers (or Motorized Patriots) destroy the Decoy, else you could end up failing the challenge. When it comes time to destroy the Motorized Patriots, you only need to fire the fatal shot while they are distracted by the Decoy. Soften them up first, then open the Decoy Tear. Use the freight hook to safely leap down toward the Decoy and lure the Motorized Patriot over to it. Take aim at the Patriot's gears with the Carbine or Machine Gun while it is distracted to complete the challenge.

WAVE 14

Enemies Present: Soldiers, RPG Soldiers

Blue Ribbon Challenge: Defeat each enemy with the same weapon-type it wields.

Equip the Shotgun and Machine Gun, since they are the two most commonly used Soldier weapons. Deploy the Return to Sender shield as you loop around the garden area to the first two Soldiers. Pause to see which one is using the Machine Gun and target him from afar using the same weapon. Swap to the Shotgun and take out the other enemy. Stay on the move to avoid the RPG Soldiers—you'll want to save them for last. With some luck, the RPG Soldiers will accidentally kill off some of the other Soldiers. Continue to use the Machine Gun and Shotgun to pick off the Soldiers using these weapons first. Equip an RPG from the Tear near the Tesla Coil, open the Decoy Tear, and use Return to Sender's shield to keep you alive as you pepper the remaining enemies with RPG rockets.

WAVE 15

Enemies Present: Firemen, Handyman

Blue Ribbon Challenge: Defeat each enemy with a different weapon.

There are only three enemies in this wave, so you don't need to worry about equipping to combat multiple enemies. Consider starting off with the Hand Cannon and Volley Gun. Put the Return to Sender shield up constantly and go after the Fireman with the Volley Gun. Track which of the two Firemen you are attacking and immediately switch weapons if you notice one of the Firemen is killed. The Handyman will often kill off one of the Firemen with its attacks and you may even luck into a second Friendly Fire kill when the Fireman self-destructs. By using the Return to Sender shield and running laps around the rooftop, you should be able to orchestrate at least one Friendly Fire death. Conveniently, this doesn't cause you to fail the challenge. Once the Firemen are defeated, switch to the Hand Cannon and take aim at the Handyman's heart.

EMPORIA ARCADE

\$1000 TO UNLOCK

It's time to hit the streets of Emporia for the final 15 waves. This area plays like a slightly more spread-out version of the Emporia section that you visited on your way to Comstock House in the campaign. The key feature of this map is the large drawbridge in the center of the map that isn't always closed. You need to carefully use the freight hooks to cross from one side to the other at times, since even the Sky-Line is absent during some waves. It's also worth noting that the Sky-Line dips beneath the bridge in areas—place Vigor traps on the underside of the bridge to trap Soldiers on the Sky-Line. Although the waves that take place at Emporia Arcade are certainly among the hardest in the game, there are plenty of Health Kits and Salts phials scattered about, particularly on the side of the bridge opposite the mansion. Look for them wherever you see a tipped-over cart.



Be extra careful when crossing the bridge, since there's no protection from Snipers.



The Gun Automaton Tear that overlooks the lower bridge can prove helpful if you bait enemies toward it.



Be sure to place Devil's Kiss traps on the underside of the bridge above the Sky-Line. Bait enemies into following you toward it.

WAVE 1

Enemies Present: Soldiers, Patriots

Blue Ribbon Challenge: Defeat an enemy affected by Bucking Bronco with a possessed Motorized Patriot.

This challenge isn't as simple as it may at first sound, because there are a number of enemies present, including two Motorized Patriots. Stick close to the spawn point at the start of the wave and use the RPG or Volley Gun to take out one of the Motorized Patriots and several of the Soldiers. Be careful not to accidentally destroy a second Motorized Patriot. Don't worry about leaving any of these initial Soldiers alive because another group will arrive aboard a gondola. Kill off one or two of them. Make your way to the Motorized Patriot and lure the Soldiers within sight. Possess the Motorized Patriot, then cast Bucking Bronco on the Soldiers. Continue to cast Bucking Bronco as long as the Motorized Patriot is Possessed. Get some Salts and cast Possession again if necessary.

WAVE 2

Enemies Present: Soldiers, RPG Soldiers

Blue Ribbon Challenge: Defeat two enemies who are riding Sky-Lines with traps.

Since you can't actually set traps up on the Sky-Line itself, you need to place your Vigor traps on a surface that lies very close to the Sky-Line. The best place to do this is on the underside of the bridge. Immediately ride the Sky-Line downward to the right, hop off, and set up multiple Devil's Kiss traps on the underside of the bridge, just above the Sky-Line. With some luck, two Soldiers will ride the Sky-Line after you, set off the traps, and die within the first few seconds of the wave. If not, leave the area and punish the RPG Soldiers on the rooftop across the bridge. Use Undertow to knock them off the ledge so you can focus on baiting the remaining Soldiers into following you on the Sky-Line. Set up more traps as necessary and slowly ride the Sky-Line around the track (Booker won't trigger the traps) until the Soldiers trip the traps and perish. RPG Soldiers won't chase you on the Sky-Lines.



Some waves contain numerous gunships. Use the freight hooks to board them in order to flee a Handyman or to Undertow the enemies off before they can dock.

WAVE 3

Enemies Present: Soldiers, Volley Gunners

Blue Ribbon Challenge: Defeat wave with hazards or support brought in through tears.

This wave contains 11 Soldiers and Volley Gunners, which is a lot of enemies to kill using a Tesla Coil or Gun Automaton. You should definitely buy a Continue before leaving the office. Open the Tesla Coil Tear at the start of the wave and use the Sky-Line to reach the bridge safely. Lure the enemies toward the Tesla Coil while relying on the Return to Sender shield to keep you safe. Remain facing the hotel to lure the enemies toward the Tesla Coil, but watch your health. Ride the Sky-Line over toward the street and down the stairs to the right of the hotel to find multiple Health Kits and Salts should you need them. Use the Tesla Coil for cover once there are only a couple of enemies remaining. Strafe around it ensuring the Soldiers don't slip away while the Tesla Coil is shocking a different enemy.

WAVE 4

Enemies Present: Soldiers, RPG Soldiers

Blue Ribbon Challenge: Defeat the wave using a different weapon or Vigor on every enemy.

Equip the Hand Cannon, Volley Gun, and have Devil's Kiss and Charge ready at the start of the battle. Eliminate the first Soldier with the Hand Cannon, then use Devil's Kiss on the next. Make your way around the map toward other enemies while using Return to Sender for safety. Find a lone RPG Soldier and use Return to Sender to catch and fire its rocket back at him. Locate another and use Undertow to throw him from the ledge. Consider using the Volley Gun on the next enemy, provided he's isolated from other Soldiers. Save Charge for the remaining RPG Soldier. You can either pick up a dropped Machine Gun or RPG for dealing with the other enemies or, if they are lowly Soldiers, you can use Shock Jockey or Murder of Crows to kill them. Save Murder of Crows for the last enemy, so you can be sure the crows don't spread to other nearby foes.

WAVE 5

Enemies Present: Handyman

Blue Ribbon Challenge: Defeat both Handymen while they are electrocuting a Sky-Line.

Ambush one of the Handymen at the start of the wave with the Hand Cannon and Devil's Kiss or Undertow to deal as much damage as you can quickly. Ride the Sky-Line away to allow your Shield to recharge, then continue the assault from afar. The idea is to try and whittle the Handymen down, one at a time. They need to be low enough on health for you to kill them while they are electrocuting the Sky-Line. This is very similar to the wave in Duke and Dimwit Theater, but there are two Handymen attacking simultaneously. Stay on the move and use the numerous Health Kits around the map (and via Tears) to keep you alive. Switch to the Volley Gun when the Handyman is on the Sky-Line and blast him as fast as you can to finish him off. This wave gets much easier once there is only a single Handyman left to deal with. Employ the same tactics—using a fully upgraded Charge attack also works well—and continue to bait him into leaping onto the Sky-Line.

WAVE 6

Enemies Present: Soldiers, Snipers

Blue Ribbon Challenge: Defeat all enemies using only the Shotgun.

Equip the Shotgun and ensure that the Gear you have equipped does not deal any elemental damage, as it will cause you to fail the challenge. Take off running across the bridge with Return to Sender's shield out because you'll be completely exposed to sniper fire. Have Elizabeth open the freight hook Tear and leap across the gap in the bridge. Drop down to the lower level and continue using the Return to Sender shield while you run back and forth taking out Soldiers and Snipers as they attack on either side of the lower level. Use the upper freight hook to go after the remaining enemies up high.

WAVE 7

Enemies Present: Soldiers, Firemen

Blue Ribbon Challenge: Defeat two enemies with the Fireman's suicide attack.

Understand that you don't need a single Fireman to kill two enemies. You can complete this challenge by having two separate Firemen kill one enemy each. The best way to do this is to use Undertow to pull multiple enemies together near your position. Yank them from the gondolas as they approach and open fire on the Firemen with a precise, fast-firing weapon like the Machine Gun, Hand Cannon, or Carbine. Use Undertow to keep them all together while the Fireman receives enough damage to initiate its self-destruct explosion. If the enemies are already close together, you can achieve the same result by using Bucking Bronco. Just knock them into the air and open fire on the Fireman.

WAVE 8

Enemies Present: Soldiers, RPG Soldiers, Patriots

Blue Ribbon Challenge: Defeat the wave within 1:20.

Equip the Volley Gun and Hand Cannon, then sprint up onto the bridge with your Return to Sender shield equipped. Use Undertow to pull as many enemies down onto the bridge as you can, then knock them off with a blast of Undertow. Watch for the two Motorized Patriots; you'll be able to pull them toward you with Undertow, but you can't knock them backwards off the ledge. Switch to the Volley Gun and fire away at them or stun them with Shock Jockey, flank them, and open fire on their gears. Having a Continue purchased will surely help if you accidentally find yourself taking fire from an RPG Soldier and a Motorized Patriot simultaneously. The easiest way to handle this wave is to use Undertow to eliminate all of the Soldiers and RPG Soldiers first, so you can focus on the Motorized Patriots without worrying about incoming rockets.

WAVE 9

Enemies Present: Soldiers, RPG Soldiers, Patriots, Siren

Blue Ribbon Challenge: Defeat the Siren before destroying the zeppelin.

The Siren is inside the zeppelin and, in order to complete the challenge, you need only refrain from destroying the zeppelin until after you kill her. You don't need to kill the Siren to complete the wave, but you're also in no hurry to destroy the zeppelin. You can essentially choose whether or not to complete the challenge—you'd only fail the challenge willingly or by dying without a Continue. Start the wave by using Undertow or the RPG to clear all of the Soldiers and Patriots from the two gondolas that appear. We recommend pulling them toward you with Undertow and then knocking them to their death. Not only is this faster, but you want to ensure there are no corpses lying around the map for when you initiate combat with the Siren. Once you've defeated the enemies from the gondolas, make your way to the top of the building and use the hooks on the gondolas to reach the zeppelin. Eliminate the Soldier on the walkway and use Return to Sender to defeat the Motorized Patriot also on the walkway.

The enemy counter will indicate zero enemies remaining at this point. Head inside with the Volley Gun and Charge equipped. Have Elizabeth open the Decoy Tear as you run across the ship. Look for the Siren to appear above the engine and Charge up to her position. Attack her repeatedly with Charge and your Volley Gun to defeat her. If you've managed to leave no corpses around the map, she shouldn't be able to escape your attack. Kill the remaining enemies in the ship, cut the engine cables as you did at Duke and Dimwit Theater, then leap out of the zeppelin to complete the wave.

WAVE 10

Enemies Present: Soldiers

Blue Ribbon Challenge: Defeat all enemies using only the Sniper Rifle.

Before you begin the wave, make sure that you have purchased the available Sniper Rifle upgrades, particularly the Fire Rate Boost. Also make sure to have Ammo Cap and Bullet Boon equipped, while ensuring that Tunnel Vision is not equipped, since you're going to be firing from the hip a lot. Purchase a Continue before beginning. There are 15 Soldiers in this wave, most of whom attack with batons. This means that they are going to continue to pursue you and not hold their ground. It's a lot harder to zoom in and pick off moving targets, especially when they're charging your position. For this reason, you may want to just back away from your enemies while firing from the hip. Aim for the head and gun them down. With any luck Elizabeth will send you some ammo, but don't count on it. Unless you're a very efficient sniper, you'll likely need to allow the Soldiers to kill you, use your Continue to respawn with full ammo, and then finish the wave.

WAVE 11

Enemies Present: Handyman

Blue Ribbon Challenge: Defeat all enemies while they are distracted with a Booker Decoy Tear.

There are two Handymen on this wave and two Decoy Tears, one of which is on the bridge and the other slightly below it. Make your way onto the bridge and open the Mosquito Tear for some early assistance in whittling down the Handyman's health. Open fire with the Hand Cannon and Volley Gun on the Handyman's heart, while sporadically casting either Devil's Kiss, Undertow, or Charge, the last of which replenishes your Shield. Activate the Decoy Tear as soon as the Handyman is low on health, wait for the Handyman to face it, then open fire on it with the Volley Gun. Repeat this process for the second Handyman.

WAVE 12

Enemies Present: Soldiers, Zealots, Patriots

Blue Ribbon Challenge: Defeat all Soldiers and Zealots with Bucking Bronco, followed by Charge.

Unequip any pieces of Gear that inflict elemental damage such as Burning Halo, as it could negate the challenge. Begin the wave and move to the edge of the bridge. Use Undertow to pull each of the Motorized Patriots up to your position and shoot them with a Shotgun or Machine Gun while the Undertow current yanks them toward you so they fall from the ledge. With the two Motorized Patriots killed, you're free to focus on the Zealots and Soldiers. Refrain from using any weapons and equip Bucking Bronco and Charge. Isolate the enemies one at a time—the Zealots will fly to your position, you'll have to go after the Soldiers using the freight hooks—and attack them with Bucking Bronco and then Charge. Try to attack them while facing a building, so they don't fly across the map when you hit them with Charge while airborne. Remain on the initial side of the map until all of the Zealots have been defeated and then use the freight hook to cross the map to deal with the two Soldiers.

WAVE 13

Enemies Present: Soldiers

Blue Ribbon Challenge: Defeat each enemy with the same weapon-type it wields.

There are 15 enemies in this wave, many of them arriving on separate gondolas. The first gondola carries one Shotgun-wielding Soldier, two with the Pistol, and one with the Machine Gun. Take out the Shotgunner first while using Return to Sender for protection, then take aim at the Pistol-toting Soldiers with the corresponding weapon. Leave the Soldier with the Machine Gun for now and, instead, move out onto the roof to intercept the second gondola as it arrives. Target the Shotgun-wielding Soldiers on this next gondola, then make your way across the four gondolas that dock next to one another to board the one with the Machine Gun Soldiers. Locate the Machine Gun and Hand Cannon near the railing closest to the building where you began and swap out your weapons for those. Eliminate the Soldiers with the Machine Guns, and then swap to the Hand Cannon. The final enemy, provided you didn't accidentally kill him earlier, will have a Hand Cannon.

WAVE 14

Enemies Present: Handyman

Blue Ribbon Challenge: Defeat the Handyman with a Motorized Patriot Tear.

The Handyman won't waste any time in attacking you on the roof of the building adjacent to the four gondolas. Don't worry about the Motorized Patriot Tear for now, since you need to weaken the Handyman first. Instead, open the Tear for the Mosquito hovering above. Run laps around the rooftop, using the skylights for cover from his attacks while you continue to pepper him with Hand Cannon, Carbine, or Volley Gun attacks. Aim for the heart whenever possible and watch his health meter closely. Use the Sky-Hook to make your way across the gondolas in a clockwise direction to reach the one with the Motorized Patriot. Open the Tear for the Decoy on the upper gondola and flee to the safety of a different gondola. Open fire from the hook, then open the Tear for the Motorized Patriot and watch as it puts the final shots in on the Handyman.

WAVE 15

Enemies Present: Siren

Blue Ribbon Challenge: Knock four corpses off of Columbia before the Siren can resurrect them.

This is very similar to the challenge from The OPS Zeal because you're going to have to use the RPG or Undertow to knock the corpses off the city before the Siren can resurrect them. The trick here lies in knowing where the corpses are. Make your way out onto the bridge and wait for the two gondolas to appear from the left. Each gondola has a group of corpses on it. Blast each of the gondolas with Undertow once they are in range to knock the corpses off the boats and into the abyss. This is all you have to do to complete the challenge. But to complete the wave you must defeat the Siren. Use the Volley Gun and the Charge Vigor to defeat the Siren just as you did earlier. Swap to Undertow to dispense with any Soldiers she manages to resurrect.



ACHIEVEMENTS AND TROPHIES

The strategy in this chapter is designed to help you complete all 60 waves of *Clash in the Clouds* and to help you complete each of the Blue Ribbon Challenges. That alone will help you complete five of the challenges below. Continue reading for tips on unlocking the remainder.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	FRIENDLY SKIES	15	BRONZE	Defeat all waves in The OPS Zeal.
	DUKE OR DIMWIT?	15	BRONZE	Defeat all waves in Duke and Dimwit Theater.
	ROOFTOP RUFFIAN	15	BRONZE	Defeat all waves in Raven's Dome.
	HAND OF THE PROPHET	30	SILVER	Defeat all waves in Emporia Arcade.
	BLUE RIBBON CHAMP	30	SILVER	In CitC, complete all Blue Ribbon Challenges. Play through all 60 waves at least once, not worrying too much about the Blue Ribbon Challenges as you do. Complete all of the waves to unlock the first four Achievements/Trophies and to earn the money and Infusions to power up your weapons, Vigors, and body. Maximize your Salts and Shield with the Infusions you gain. Only then should you focus on the Blue Ribbon Challenges.
	MUSEUM CURATOR	15	BRONZE	In CitC, unlock all Gallery items. The Columbian Archaeological Society has dozens of unlockable items ranging from Kinetoscopes to behind-the-scenes artwork. Items range in price from \$100 to \$2000 and it costs a total of \$24,400 to unlock all of the items in the gallery. This may sound like a lot, but you'll have that much and more by the time you complete all four maps, especially if you try to complete the Blue Ribbon Challenges.
	SERGEANT-AT-ARMS	15	BRONZE	In CitC, get a kill with each weapon and Vigor (except Bucking Bronco). Make an effort to bring each of the 12 weapons and seven Vigors into battle to unlock this Achievement/Trophy. Note that you'll also have to use your Sky-Hook to earn a kill, as well as the Crank Gun. The Crank Gun can be obtained by pilfering a defeated Motorized Patriot.
	ROPE-A-DOPE	15	BRONZE	In CitC, knock an enemy off the city with Undertow, then rescue him, then knock him off again. Use the Undertow Vigor to push an enemy off of a ledge. Once he begins to fall, catch him again by holding the Vigor button down with Undertow equipped. Release the button to allow him to finally fall to his death.
	THE OL' ONE-TWO	15	BRONZE	In CitC, use all eight different Vigor combos to deliver the killing blow on an enemy. There are eight different Vigor combinations that can be used to defeat an enemy. This will be easier for you to complete after you've upgraded the Vigors. The Burning Halo Gear item also helps by effectively doubling as Devil's Kiss during melee strikes. The combinations are as follows, with the order in which you should use the Vigors for each combo: 1) Murder of Crows and Devil's Kiss, 2) Bucking Bronco and Devil's Kiss, 3) Devil's Kiss and Charge, 4) Possession and Devil's Kiss, 5) Shock Jockey and Undertow, 6) Murder of Crows and Shock Jockey, 7) Possession and Shock Jockey, and 8) Bucking Bronco and Charge. Note that Possessed enemies must get a kill while the combo is under effect.
	MISSILE DEFENSE SYSTEM	30	SILVER	In CitC, kill an enemy with splash damage by shooting a rocket out of the air. Locate an enemy that carries an RPG, weaken it until it is near death, then wait for it to fire its Launcher at you. Quickly shoot the rocket out of the air as it is fired in effort to detonate it while it is close by the attacker.

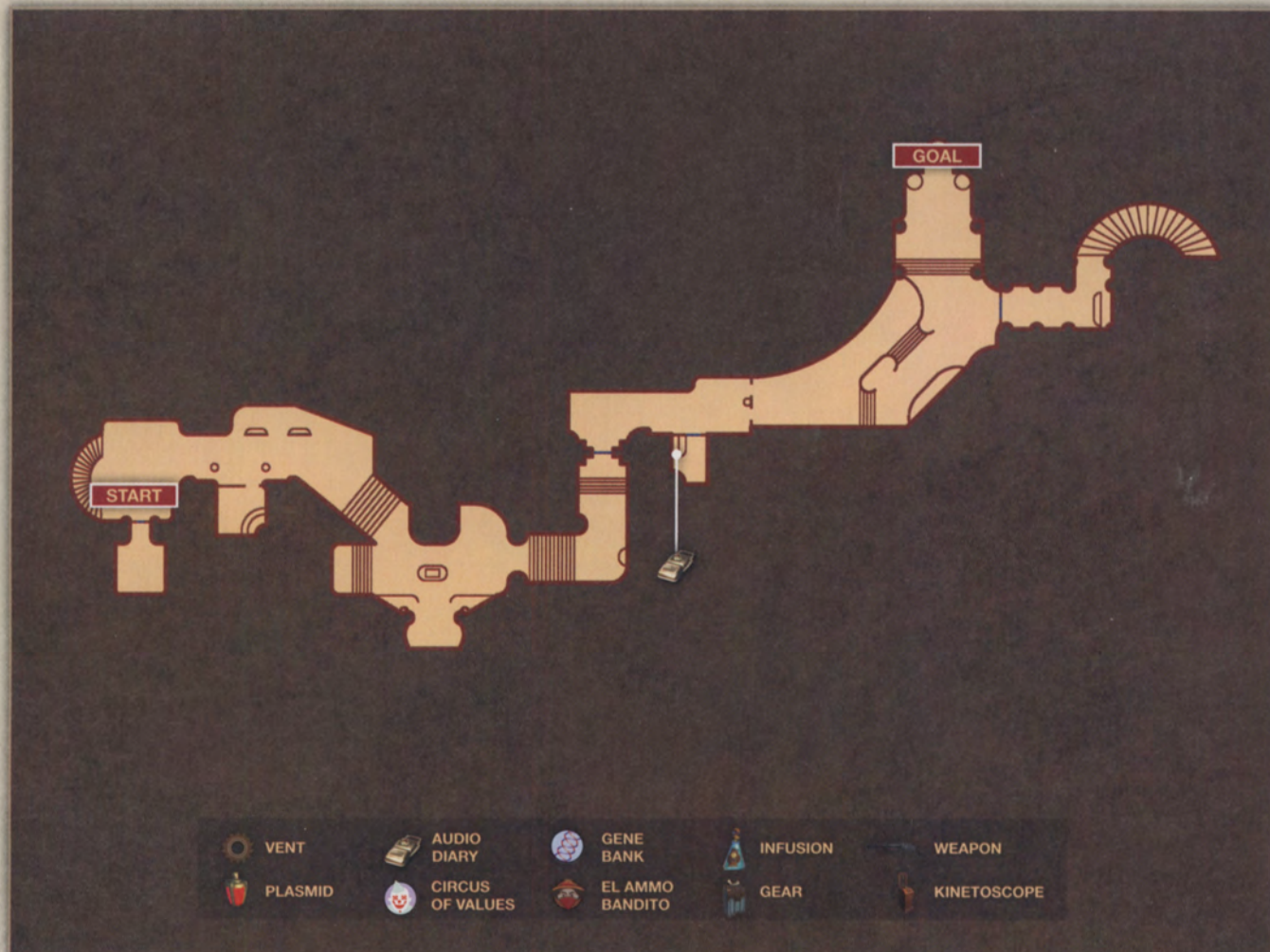
BURIAL AT SEA, EPISODE 1

It's December 31st, 1958 and Booker DeWitt—that's you— has just been awoken from a restless slumber by a woman whose face he can't recall. Brown hair, blue skirt, a white blouse, a real beauty he'd certainly remember meeting, that is if he'd had the pleasure. She's got a job for you, Booker. Light her cigarette to receive the task. She wants you to find a girl named Sally, a girl Booker believes to be dead. Elizabeth thinks she's just lost. Exit the office to find out who's right.



Light her cigarette to receive the job.

MARKET STREET



SEE WHAT ELIZABETH KNOWS ABOUT SALLY

Follow Elizabeth out the office door and onto Market Street in Rapture. That's right, in this parallel universe, Booker and Elizabeth aren't high above the clouds in Columbia but leagues under the sea in Rapture. And it's no place in Rapture you've seen before. The Splicer epidemic hasn't overrun the city and Fontaine is dead. It's 1958 in an alternate Rapture, years before the fall that may or may not happen, and Rapture's high society is enjoying their run of the place.



Elizabeth had never seen the little ADAM factories they call Little Sisters before.

Continue after Elizabeth as she leads you along Market Street and into the shopping area known as High Street. There's not much to pick up along the way, just a couple of drinks and some cigarettes, but get in the habit of looking everywhere. Money is in short supply in *Burial at Sea* and you're going to need a lot of it. You'll find your first few dollars in the pneumo tube on the right, next to the shopping bags. No Silver Eagles here; Rapture runs on American currency. Enter 907 Market Street, just beyond the pneumo tube to find the first Audio Diary behind the reception counter. Continue to the elevator and ride with Elizabeth to High Street.



Audio Diary

DOING WELL BY DOING GOOD

AUTHOR: Sander Cohen

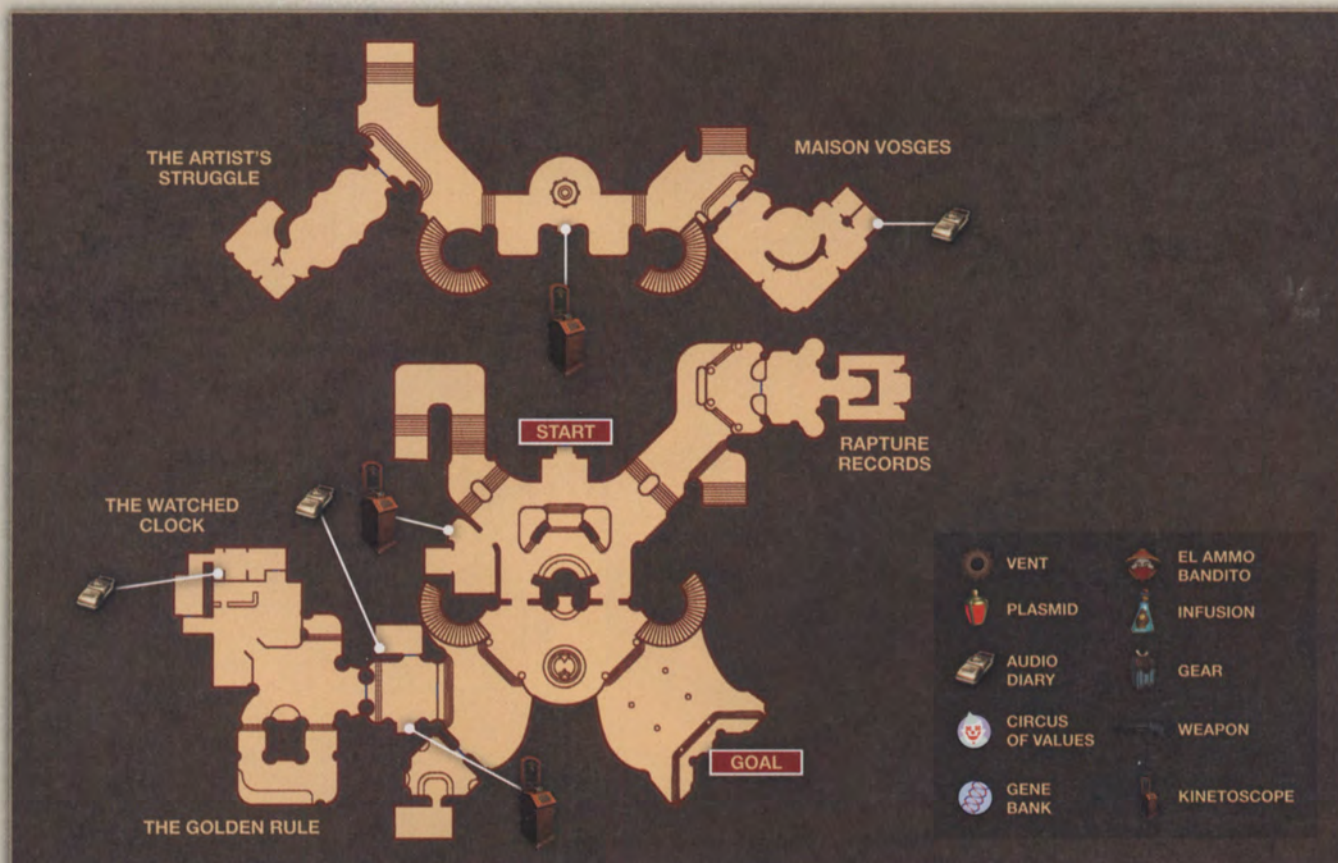
DATE: December the 10th, 1958

LOCATION: Market Street

Ryan's been good to me... Few are the patrons who truly understand the struggle of the artist. But even I was a little leery when he shuttered Fontaine's business and sent that bald buck to a grave deep in the briney. But when Ryan buried all of Fontaine's pals in that department store, someone had to find a home for all those freshly minted orphans. And if I turned a dollar or two in the process, you can hardly blame me for doing well by doing good.



HIGH STREET



MEET ELIZABETH'S CONTACT

Elizabeth has a contact with knowledge of Sally's whereabouts that she'd like you to meet. You're not going to be granted immediate access—a brief scavenger hunt is required first—so don't feel like you have to explore the shops along High Street just yet. You'll have greater access to those same stores soon enough. That said, there are some slot machines and a couple of kinetoscopes as part of "Need to Know Theater" that you can entertain yourself with (no related Achievements/Trophies). Those kinetoscopes provide a bit of history—and propaganda—concerning the recent events at this alternate Rapture. There are also three Audio Diaries for you to find.

PINCH THOSE PENNIES!

Money is not in ample supply here in Rapture. You must conserve the dollars you find, if you're going to buy any Plasmid and weapon upgrades or have enough money for ammunition. Search for dollars everywhere and don't waste any on slot machines!

Make your way around the bar in the middle of the atrium and past the fountain beyond it. Continue toward the marquee with Sander Cohen's name on it. There's a private party taking place and Elizabeth and Booker need to find a way in.



Knock on the door to see what's required to enter the private party.

OBTAIN A MASK FROM A LOCAL SHOP OWNER

The party is being sponsored by The Artist's Struggle, The Golden Rule, and Rapture Records. You need to visit each of these three stores to obtain one of the so-called invitation masks to gain entry to the party. The mask, as so many things are, is located in the last place you look. You're going to have to visit all three shops so you might as well start with the store nearest your position, The Golden Rule.

The Golden Rule, a jewelry store, is located just to the left of the fountain as you leave Cohen's club. Head inside, wait for Elizabeth to approach the ring on the right, then talk to the shop owner. He'll tend to Elizabeth, leaving you free to search the back room. Go around the counter and loot the contents of the open safe in the back.

Ascend the stairs outside the music store and cross the upper balcony to The Artist's Struggle, a gallery showcasing many of Cohen's pieces. The shop owner instructs Elizabeth in the finer points of art appreciation, while you pilfer the mask from the box on his desk. Take the mask and leave the shop.



No mask here, but the money, Gold Bar, and jewelry in the safe make the search worth your while.

Hurry back to the front, while Elizabeth causes quite a commotion, and exit the store. Cross back past the central lobby to Rapture Records. Go to the right of the elevator you exited earlier. Enter the shop, tell the shop owner to help Elizabeth, then slip around back and search the repair room and office for the mask box. It's empty, of course, but you need to see for yourself.



Elizabeth uses her womanly charms to distract the shop owner so you can search the back room.



You'll find the invitation mask in the third store you search, in this case The Artist's Struggle.

Return to Cohen's club with the mask and knock once again on the door to be granted admission to the private party. There's no turning back once you go inside, so be sure to gather up all of the Audio Diaries and search the other stores before you leave. Remember, every dollar counts if you're going to unlock all of those Achievements/Trophies!

BEFORE YOU GO!

There are three Audio Diaries in the High Street area that are hidden from the standard quest path. The first of these is located on the upper level, in Maison Vosges. You can find it in the rear-most changing room, on a table.

The other two Audio Diaries in this area are near the diner, The Watched Clock. Enter the diner via the doors near The Golden Rule and proceed around back to the kitchen. The first Audio Diary is on the counter, near the waffle iron. It contains a passcode that opens the maintenance closet in the hallway that is outside the diner. There you will find the final Audio Diary.



Audio Diary

OBSERVATION #33

AUTHOR: Yi Suchong

DATE: October the 20th, 1958

LOCATION: High Street: Maison Vosges

Suchong observe strangest of coincidences. On other side of window, man in strange hat experimenting on Suchong's own creation. On Plasmid. Man name of Fink. Outrage! Theft of intellectual property! But—man name of Fink is no fool. Through addition of oxidizing agent, turns Plasmid ingestible through stomach lining. Mr. Ryan very impressed with Suchong's initiative. Theft of intellectual property two-way street.



Audio Diary

THE GODDAMN PEOPLE

AUTHOR: Roscoe Mullins

DATE: June the 4th, 1956

LOCATION: High Street: The Watched Clock

I had all of these visions, before coming down here, of utopia. Every man with his hand on the Great Chain, the wheel of progress turning—every cliché you can imagine. And what is the first thing that happens where I open up shop? Petty thievery. Now I have to lock all my valuables in the closet. (Remember: 2-0-7-6.) It's the problem with coming to utopia... is that it still has the people.



Audio Diary

OFFER OF EMPLOYMENT

AUTHOR: Yi Suchong

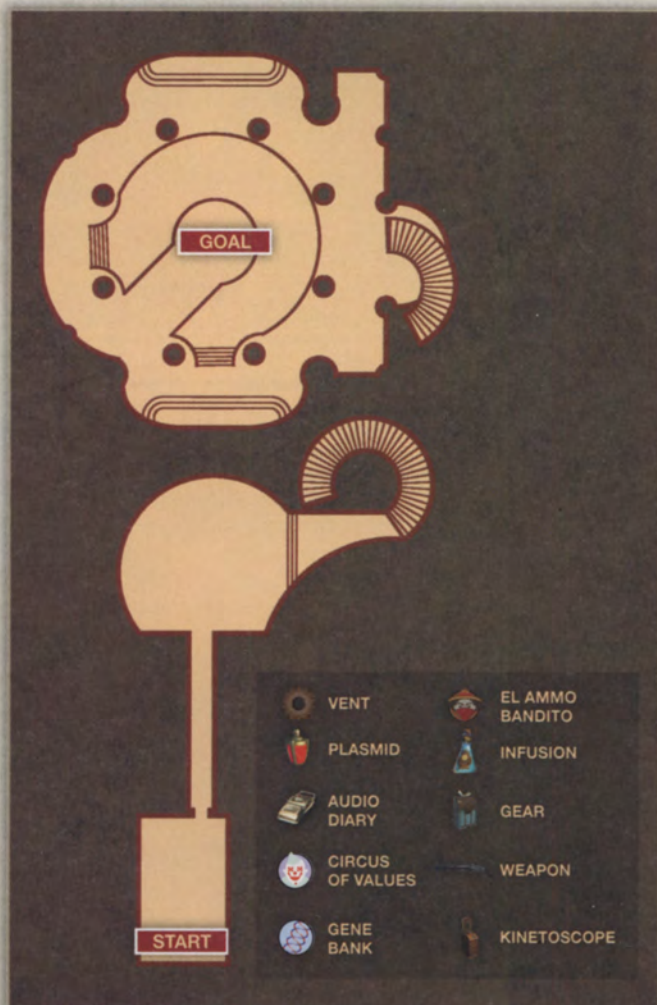
DATE: October the 17th, 1958

LOCATION: High Street: Maintenance Closet

When Ryan take over Fontaine Futuristics, scene of terrible violence. Splicers burning each other to bits. Lucky ones not killed, sent to department store prison instead. Suchong think he dead man, too... But then, Ryan comes to Suchong and says, "Suchong want to be buried in filthy store? Or Suchong want to make good salary, work for Ryan?" "How much salary?" ask Suchong. This Ryan find very funny.



COHEN'S



TALK TO SANDER COHEN

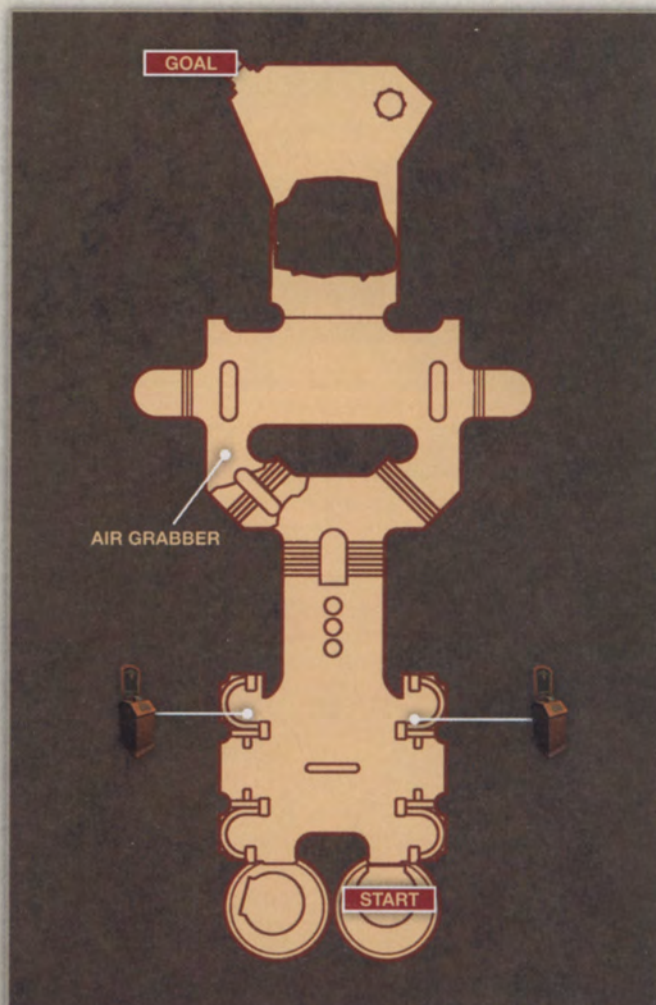
Proceed through the two corridors to the upper level of Cohen's club and follow the spiral stairway down on the right. There aren't any collectibles in the club or even any lootable containers. It's just Cohen, the music, and an audience in rapt attention. Move along the perimeter of the space and take a position where you can watch the performance. Wait for the removal of the two dancers, then approach Sander on stage and talk to him.



Sander knows where the child is and is willing to help, on one condition...

Take Elizabeth's hand and dance with her as instructed. Cohen will predictably lose his patience with your stiff movements, but you needn't worry. He sees something within you and is willing to help in his own unique way.

FONTAINE STATION



FIND SALLY

Cohen had Booker's and Elizabeth's bodies placed in a bathysphere and sent them deep underwater to the sunken remains of Fontaine's Department Store, the prison for those Splicers who supported Fontaine's efforts against Andrew Ryan. If Sally is here, you can be sure she isn't alone.

MINIMAL INITIAL EQUIPMENT

Booker DeWitt heads to Fontaine's with basic clothing—no special Gear—and a Hand Cannon with three measly bullets in the chamber. He has only the Possession and Devil's Kiss Plasmids (they're not called Vigors in Rapture) and minimal EVE. Basically, he is very unprepared to go up against an army of Splicers. You're going to have to be very careful. Use your bullets wisely, loot every corpse, and search every container for money. Rely on your Plasmids when possible. There's a thin margin for error here and those who are careless with their ammo are sure to stumble.

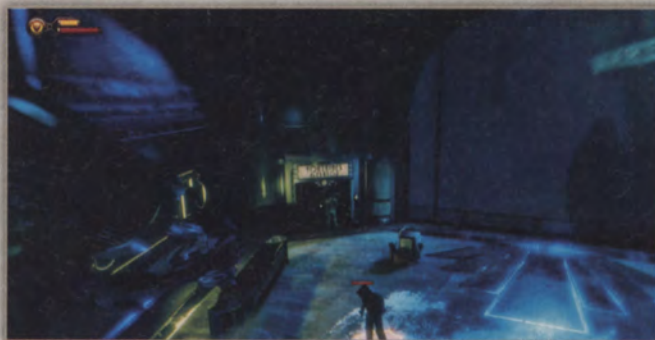
Take a look around Fontaine Station, then ascend the stairs in the distance. The ice on the left can't be melted with Devil's Kiss, so don't waste any EVE trying to do so. You can loop around to the right of the sign.

Elizabeth points out a hook above the gate—if only there was a way to latch on to it? Proceed left past the gate and locate the **Air Grabber** in the hand of the corpse dangling from above. Elizabeth refers to it as a Sky-Hook, but that's not what it's called in Rapture—constants and variables permeate these parallel universes. Leap up to the freight hook above the gate and watch as a Splicer freezes the burst pipes and forms a bridge on the other side.



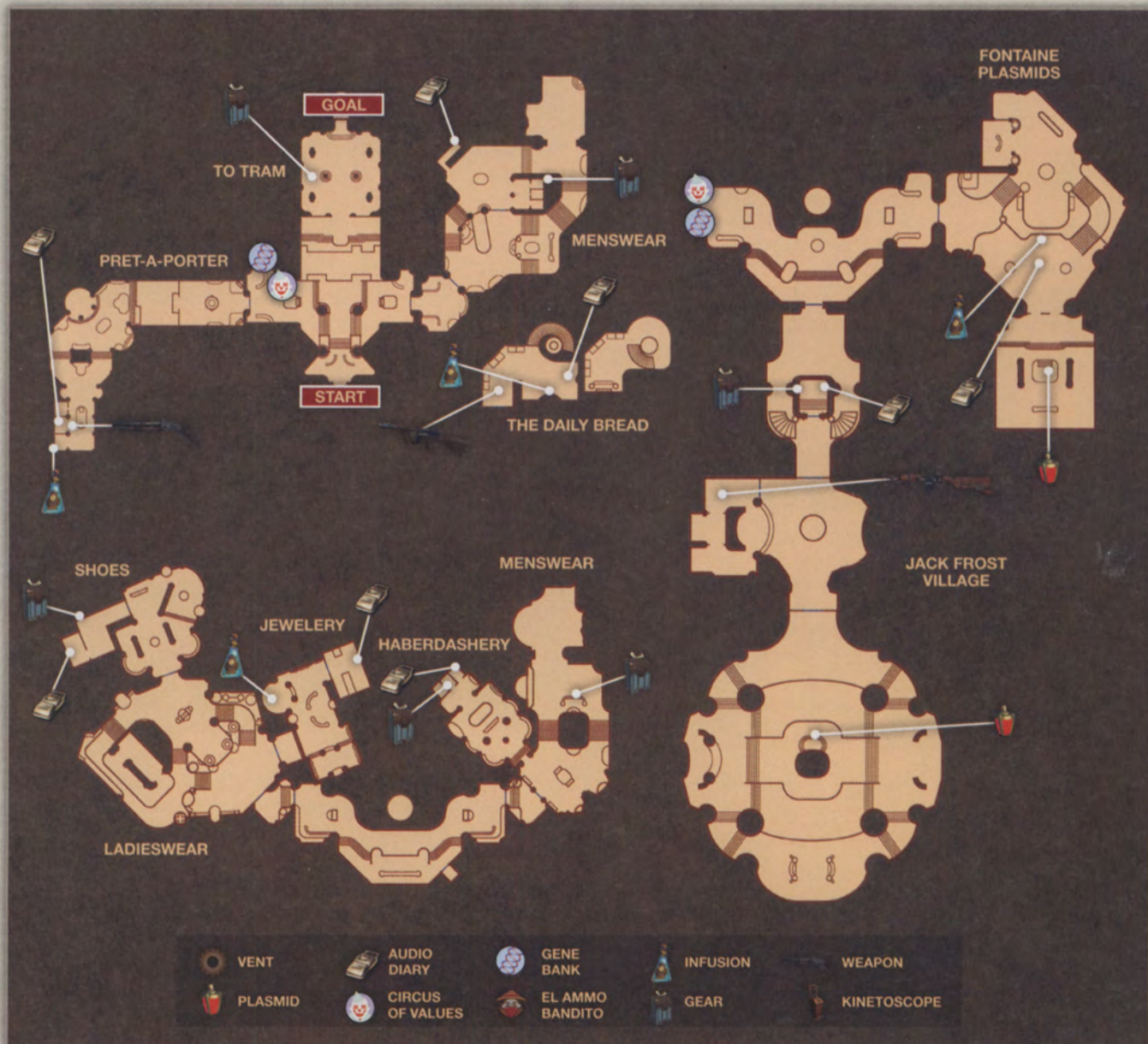
The Air Grabber might go by a different name, but it functions the same as the Sky-Hook. Use it to melee, attach to freight hooks, and ride the pneumo lines in Rapture.

Strike the Leadhead Splicer with the Air Grabber, then shoot the other Splicer and loot their corpses. Fontaine's Department Store consists of three buildings connected by trams. Cohen said Sally is in the Housewares building—you must find a tram that will take you there.



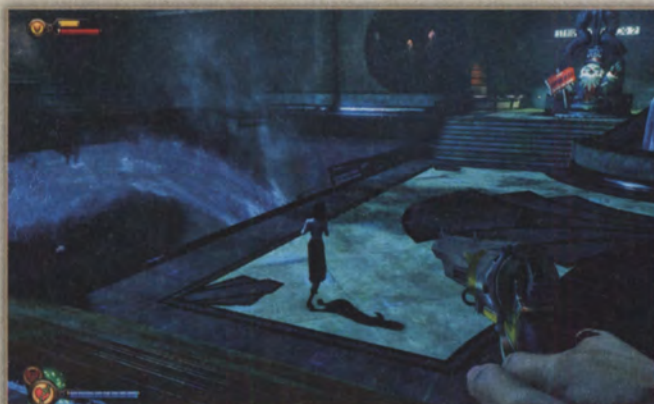
Line up an Air Strike with the Air Grabber to conserve ammo.

FONTAINE'S DEPARTMENT STORE



FIND A WAY TO FREEZE THE WATER

Sneak up behind the female Splicer and strike her down with a melee attack. Then, dispense with the two other Splicers that attack. The tram entrance is straight ahead, but another collapse blocks the way. You're going to have to find a Plasmid that lets you freeze the burst pipes like the Frosty Splicer did at the station.



You'll need to find a way to freeze that water into an ice bridge if you're to reach Housewares.

Scavenge for loose change in the area and visit the two vending machines on the left, near Pret-a-Porter. The Gene Bank machines in Rapture sell Plasmid upgrades and the Circus of Values machines sell Health Kits, EVE, food, and some ammunition. El Ammo Bandito machines sell ammunition and weapon upgrades. Purchase Possession for Less if you can afford it, as well as some Hand Cannon ammo.

POSSESS VENDING MACHINES

You can cast Possession on vending machines for lower prices. The prices listed in the tables are the standard prices, but you can spend some EVE to lower them.

GENE BANK

Plasmid Upgrade	Price
Winter Boost	\$125
Winter Mod	\$225
Bronco Attract	\$190
Bronco Aid	\$100
Shock Jockey Bounce	\$140
Shock Chain Aid	\$100
Possession for Less	\$100

CIRCUS OF VALUES

Item	Price
Health Kit (80%)	\$36
Health Kit (20%)	\$14
EVE (100%)	\$67
EVE (25%)	\$19
Hand Cannon Ammo (6)	\$8
Tommy Gun Ammo (35)	\$8
Shotgun Ammo (4)	\$8
Carbine Ammo (8)	\$8

VISIT RAPTURE ON ICE

There's no getting into the Pret-a-Porter department just yet, so continue past the sign advertising the ice rink and inspect the door. It's locked, but Elizabeth can pick it with her hairpin. Other locks will be much more difficult to pick and require as many five Lockpicks to get through. Continue through the door toward Menswear and The Daily Bread.



Elizabeth can pick simple door locks with her hairpin.

MENSWEAR

Multiple Splicers are trying to get through the locked door to The Daily Bread. Cast Possession on one of them to get their attention, then, when they turn toward you, shoot the fuel drum to kill them all with a single bullet. Another option is to lay down a Devil's Kiss trap and use the freight hook to leap up and Air-Strike an enemy. Run past the trap to bait them into it. You'll need one Lockpick for Elizabeth to enter this area, so head up the stairs on the right.

Round the corner to the left, take Possession of the Gun Turret near the dressing rooms, and locate the Gear in the dressing room behind the turret. Equip the **Filthy Leech** pants to regain some EVE whenever you use a Plasmid to kill an enemy. The Possessed Gun Turret comes in handy briefly.



Take Possession of the Gun Turret to keep it from shooting you.

Duck beneath the wall, beyond the hat display, to enter the utility corridor where a Splicer, a Lockpick, and an **Audio Diary** can be found. Dispatch the Splicers that attack near the hats, then return to the lower level and use the Lockpick to open the door to The Daily Bread.



Audio Diary

LEFT BEHIND

AUTHOR: Moses Lydecker

DATE: December the 2nd, 1958

LOCATION: Pavilion 1st Floor: Menswear

Ryan, you bastard. Left me here to rot... Sure, I signed the contract: "Help turn Fontaine's into a prison." Ten days, big rush, everything slapdash. Right before the prisoner's brought in? One of your piece-of-s#! turrets—bam! Both kneecaps. Now I'm likely a cripple, locked in a jail—surrounded by maniacs! Haven't even been paid, but I don't care. Just get me outta here!



Acquire the **Tommy Gun** from the corpse in the diner and gather up the loose change and **Audio Diary** behind the bar. Don't miss the **Infusion** on the shelf that is also behind the bar. Infusions are pretty rare down here in Rapture and you're going to need every one you can find. Consider using it to upgrade your Shield.



Audio Diary

THE OLD BEAR

AUTHOR: Sander Cohen

DATE: November the 5th, 1958

LOCATION: Pavilion 1st Floor: The Daily Bread

It used to be such a thrill to hear Ryan speak. "Parasites" this and "the exaltation of man" that. Sure, it could all get a bit of a bore—but the old bear sure knew how to enunciate.



Descend the stairs to the lower level of the restaurant and cast **Possession** on the Gun Turret that the Splicers are tinkering with. Use the curved stairs to your advantage. Open fire while healthy, then retreat out of sight whenever your Shield needs recharging. Collect the **Gold Bar** from the corpse beneath the stairs and the **Lockpick** from the toolbox near the Gun Turret, then return the way you came.



Take **Possession** of the Gun Turret to enlist its help against the Splicers downstairs.

Have your **Tommy Gun** and **Devil's Kiss** ready when you exit the restaurant, as a handful of Splicers wait outside. Target the fuel drum if you didn't destroy it earlier, then sprint up the stairs toward the frozen corpses, and pick off the Splicers as they pursue. Locate the **Lockpick** on the ledge beneath the spotlight, then use the **Air Grabber** to leap across the gap where the stairs collapsed.

Kill off the Splicers on the stairs near the **Workman's Wear** sign and collect the **Gear** from the counter. Equip the **Evil Eye** hat, which increases weapon damage whenever you're using the sights. It also increases damage after each successive kill (up to five). The barrel of your weapon glows red whenever you benefit from the **Evil Eye** effect.



Lend a hand in the battle of the Splicers upstairs, then grab the hat from the counter.

Possess the Gun Turret near the elevator entrance and head inside the **Haberdashery**. There's another Gun Turret in the back near the dressing rooms. Do what you wish with it and locate the **Audio Diary** in the right-most dressing room. There's also the **Ticket Puncher Gear** in the middle dressing room. This is a good piece of Gear to equip if you rely on melee attacks a lot, otherwise stick with **Evil Eye**.

Audio Diary

CRITICS

AUTHOR: Sander Cohen

DATE: December the 23rd, 1958

LOCATION: Pavilion 2nd Floor: Haberdashery

Of my first play, the Herald said: "A dead whale has washed up at the Shubert Theater, and stinks a little more with each passing night." The tribune called my first opera as "having the effect of cancelling out all of Mozart's classics in a single caterwaul." And now, critics take me to task for my humanitarian work. If I were not there to find a home for these orphans, would these bellyachers take my place? An artist once said, "All critics should be assassinated." I just might take him up on that.



Eliminate the Splicers waiting for you outside the dressing rooms, then return to the elevator near the prior turret. Use the lever to cycle the airtlock and step out onto the main concourse of the second floor.

Rapture on Ice is located on the third floor, but the elevator near Home Delivery is short-circuiting. No need to worry, since you can use the Air Grabber to ride the pneumo tube up to the third floor.

BEFORE YOU GO!

Take a moment to search the other departments on the second floor. You can enter the Ladieswear area through the door just beyond the broken elevator. The Jewelry department on the right has a locked room (three Lockpicks required) in the back containing an **Audio Diary** and several valuable pieces of jewelry. Exit the Jewelry store's back room and run straight ahead toward the mannequins to find an **Infusion**. The mannequins prove to be Leadhead Splicers, so be ready for a quick fight. Have Elizabeth pick the locked exit and continue up the stairs.



Locate the Lockpick on the middle level of Ladieswear, near the checkout counter, and ascend to the Shoes department further up. Put down the Splicers and note the doors on the left requiring the passcode to enter. Enter the code 0-9-2-8 obtained from the Audio Diary in the Jewelry store.

Beware the Gun Turret around the corner and collect the new Gear. The **Quick-Handed** pants decrease weapon reload times by 30%. Locate the last **Audio Diary** by Moses Lydecker on the desk in the back room.

Audio Diary

MESSAGE IN A BOTTLE

AUTHOR: Moses Lydecker

DATE: December the 5th, 1958

LOCATION: Pavilion 2nd Floor: Jewelry

I keep dropping audio diaries in the pneumo tubes like a message in a goddamn bottle. Hoping one'll get through and someone'll save me... If you get this, send help. I'm holed up in the shoe storeroom. The code's 0-9-2-8.



Audio Diary

INSUFFICIENT POSTAGE

AUTHOR: Moses Lydecker

DATE: December the 31st, 1958

LOCATION: Pavilion 2nd Floor: Shoes

Heartless—that's what this town is... All my audio diaries begging for rescue came back, unread, marked, "Return to sender. Insufficient postage."



Numerous Splicers are waiting for you outside the Shoes department. Use the upper landing for cover and pick off the first few upstairs, then ready the Devil's Kiss attack and hurl it at the foes congregated at the base of the stairs. Lay a trap for those who pursue.

FONTAINE'S PLASMIDS

Don't head to Jack Frost's Village before visiting Fontaine's Plasmids—you can find Shock Jockey there. Have Elizabeth open the door to Plasmids and go inside. Quietly ascend the stairs to stealthily kill the female Splicer near the break in the railing and have a look around the upper area. Cast Possession down at the Splicers on the lower level, then pick off any survivors from up high. Target the fuel barrel if the Splicers are near it.



Battle past the Splicers down below to claim Shock Jockey!

Be sure not to miss the safe under the Possession advertisement screen. It costs three Lockpicks to open but it contains an **Infusion** and an **Audio Diary**. If you've been scavenging throughout the area, and already visited the Ladieswear area, you should have the necessary Lockpicks to open it.

Descend the stairs, collect **Shock Jockey** from the display, and return to the third-floor concourse. Put down the Splicers who ride the pneumo tube up to you, and then visit the vending machines across the way. Consider purchasing Shock Chain Aid, Shock Jockey Bounce, and a full supply of ammo for the Tommy Gun and Hand Cannon. Make sure your EVE is topped off, as well.

JACK FROST'S VILLAGE

Use Shock Jockey to enter the souvenir stand that is just inside the entrance. There you can find an **Audio Diary**, Gear, and a safe (one Lockpick required) containing some money. The **High and Mighty** boots provide a chance of Winter Shield when attaching to pneumo lines and freight hooks. They also increase your damage for five seconds.



Audio Diary

A GIFT FROM FONTAINE

AUTHOR: Ray Lardner

DATE: September the 9th, 1958

LOCATION: Pavilion 3rd Floor: Jack Frost's Village

Frank Fontaine called me in the other day. Me! Ray Lardner! Says trouble's comin' an' he's passing out "special" Plasmids to all his best guys. I mean, it's an honor but, man... I started getting these shingles all over. Skin's discolored... like when a guy's about to lose a limb, you know? An' I can't seem to pile on enough clothes. I hate to ask, but—is this happenin' to everybody?



Audio Diary

FALSE ADVERTISING

AUTHOR: Herschel Weiss

DATE: November the 10th, 1958

LOCATION: Pavilion 3rd Floor: Fontaine's Plasmids

Oh, you're not gonna out-lawyer me on this one, Ryan. You knowingly promoted Old Man Winter with the implication it produced ice—not dry ice! The ice sculpture we commissioned for this year's gala at the Kashmir stands where we left it a month later, all 2500 pounds of it... And who's still footing the room rental? Oh, not you, you son of a b!*\$#...



Cycle the airlock beyond the souvenir shop and locate the **Carbine** that is just through the door to the rental shop, on the right. This weapon will come in handy, along with your High and Mighty boots, as you proceed through the door to Rapture on Ice.

DEFEAT THE FROSTY SPLICER



IMMUNE TO POSSESSION

The Frosty Splicer is immune to Possession, so don't waste your EVE trying to Possess him. Hit him with Shock Jockey or Devil's Kiss instead!

In order to get the Old Man Winter Plasmid, you must first kill the Frosty Splicer in the center of the attraction. Take Possession of the Splicer on the left, then leap to the pneumo line above. This will hopefully trigger a Winter Shield through your new boots. Ignore the Frost Splicer and continue to leap on and off the pneumo line, Air-Striking each of the other Splicers as you go. This should keep you safe from the Frosty Splicer and from any inbound gunfire.



Use Air Strikes to quickly kill the Splicers who are aiding the Frosty Splicer.

The Frosty Splicer will send a blast of icicles that radiate outwards in your direction. Getting hit by these crystals doesn't just damage you, it also slows your movement for several seconds and leaves you vulnerable to attack from the other Splicers. Hit the Frosty Splicer with Devil's Kiss and the Hand Cannon to finish him off before he hits you with the ice attack. Use the large columns near the top of the stairs for cover from the Leadhead Splicers if necessary.



Hit the Frosty Splicer with Devil's Kiss once you leap to the ground.

There's plenty of ammo underneath the display case, on crates atop the frozen pond. Take advantage of the other Gear you have equipped, particularly the Evil Eye hat—try to kill the lesser Splicers in quick succession to build up your damage multiplier before targeting the Frosty Splicer.

Ask Elizabeth to pick open the display case with her hairpin. Unfortunately, Old Man Winter is out of stock—the Splicer drank every bottle—but Elizabeth has a trick up her sleeve. Watch as she opens the first Tear in Rapture and allows Booker to take the Plasmid bottle from a different place and time.



Elizabeth will pull a bottle of Old Man Winter from another time and place.

TAKE THE TRAM TO HOUSEWARES

Return to the third-floor concourse and have Elizabeth open the Tear for the Carbine on the right. Load up on ammo, then open the Tear for the Samurai to enlist the help of this otherworldly fighter in the battle with the Splicers.

Ride the pneumo line back to the second floor and zap the short-circuiting elevator with Shock Jockey to return to the first floor, right near the ruptured pipes (if you take the stairs instead, you'll have to fight your way past numerous Splicers to get to the same place). Hit the spraying water with Old Man Winter and run across the ice bridge to the Tram Station. There's a Tear for an EVE dispenser to the left if you need it. Locate the Gear on the left, near the corpse, to obtain the **Death Benefit** pants.



Cross the frozen bridge of water and board the tram to continue to Housewares.

BEFORE YOU GO!

Don't head to the Tram Station just yet! First use Old Man Winter to freeze the spray of water in the Pret-a-Porter store on the first floor. This should be the only area you've yet to visit. Possess the Rocket Turret straight ahead, then open the Tear for the decoy on the left to bait the Splicers into attacking it. Destroy the turret once the Possession wears off to help you with the "Confirmed Luddite" Achievement/Trophy. More Splicers will arrive, but you can kill them quickly by electrocuting the water around the center coat rack.



Audio Diary

GHOST IN THE MACHINE

AUTHOR: Herschel Weiss

DATE: December the 27th, 1958

LOCATION: Pavilion 1st Floor: Pret-a-Porter

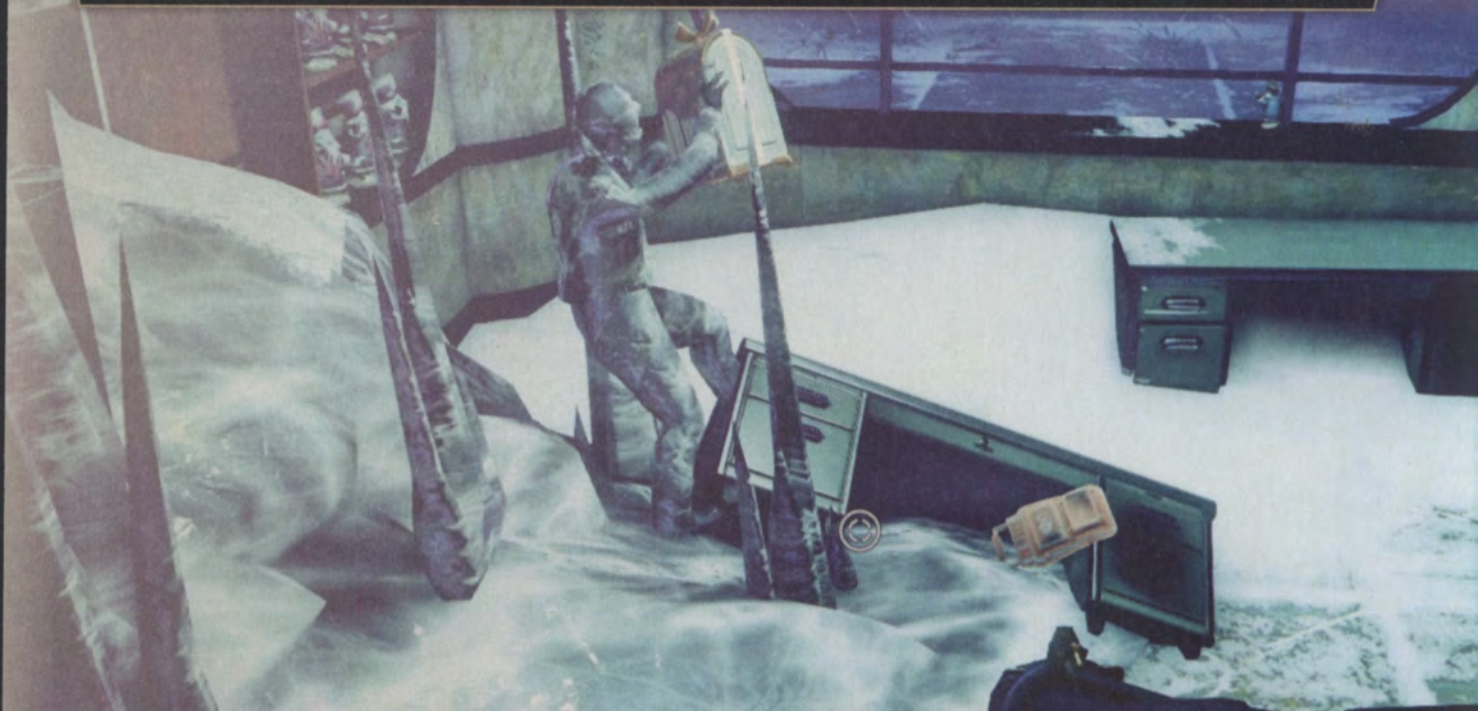
You thought the whole ice sculpture fiasco was just gonna bounce off you, didn't you, Ryan? Well, you ain't made of rubber. You got your Circus of Values selling your goods, security devices protecting your property... You think you own them, but you don't. I'm learning how to turn your creations against you. I promise you one thing: machine gun bullets don't bounce.



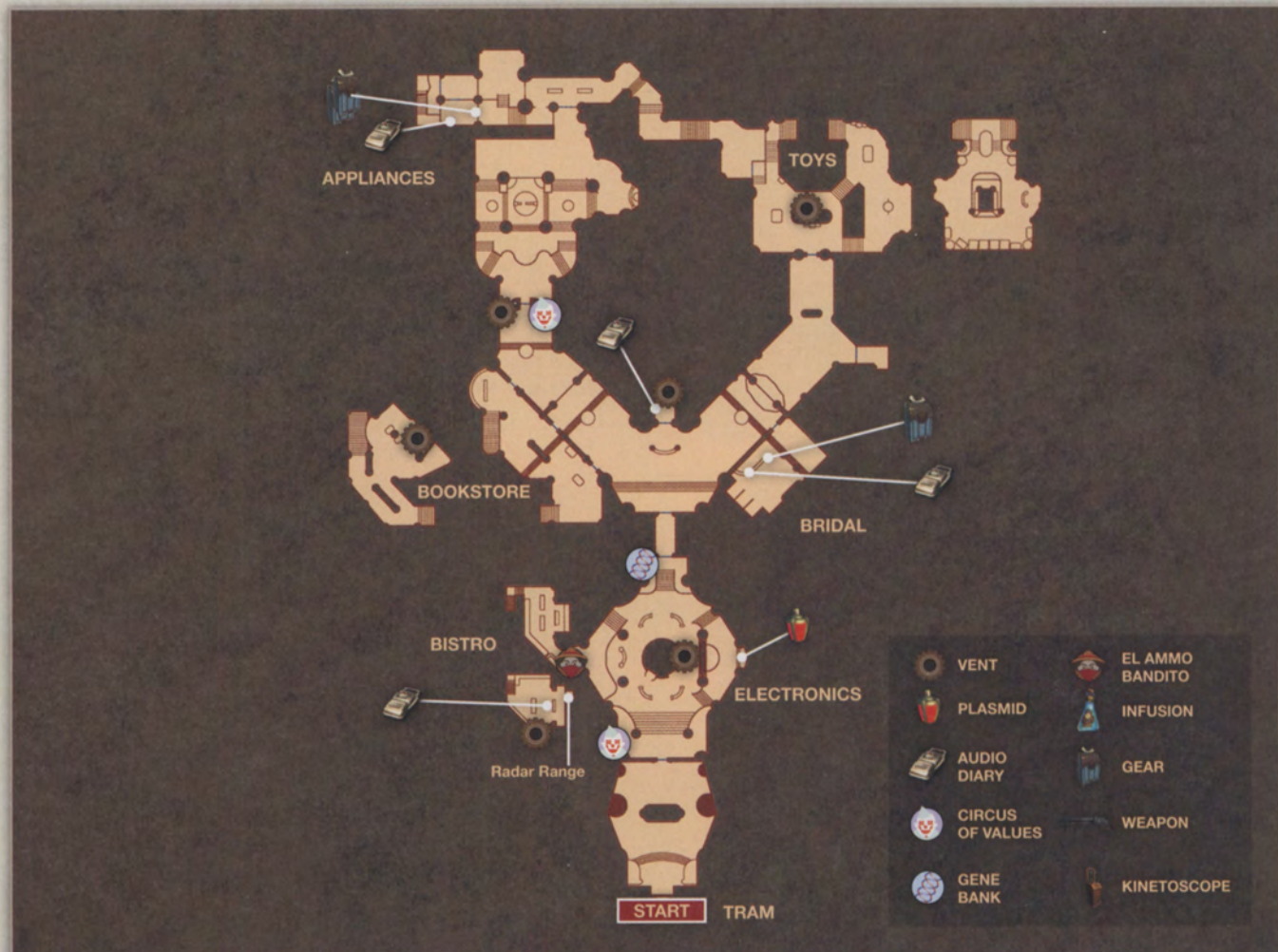
EL AMMO BANDITO

Weapon Upgrade & Ammo	Price
Accelerator Mod	\$150
Slow Cook Mod	\$200
Hand Cannon Ammo (6)	\$8
Tommy Gun Ammo (35)	\$8
Shotgun Ammo (4)	\$8
Carbine Ammo (8)	\$8

Inspect the dressing rooms to find an **Infusion**, the **Shotgun**, and an **Audio Diary**. The Audio Diary is on the far side of the bench that is near the corpse with the Shotgun. It can be hard to spot if you don't advance all the way into the dressing room and turn around. Use the freight hook near the Tear for the Samurai to reach the ledge where the Machine Gun Tear is located. Use the Carbine from this position to snipe the second wave of Splicers that enter the store on your way out.



HOUSEWARES



CLOSE ALL VENTS

Elizabeth sees Sally disappear into the Little Sister Vent in the Tram Station at Housewares and devises a plan: If you travel throughout Housewares and close all but one of the vents, and then turn up the heat, she'll be forced out of the one open vent. That's how you're going to rescue her! Elizabeth has closed the first vent at the Tram Station. It's up to you to locate the other five. They're located in the Bistro, Returns, Electronics, and Appliances departments.



You'll need to find the other five vents in Housewares and close them one by one.

FROSTY LOCKPICKS

Frosty Splicers almost always have a Lockpick on their person. Be sure to loot their corpses to stay well-stocked!

Gather up all of the money lying around in the station and collect the Shotgun from near the door if you haven't picked one up previously at Pret-a-Porter. First stop, the Electronics department! Have Elizabeth unlock the door.

ELECTRONICS

The Little Sister Vent is directly ahead, beneath the advertisement for the Radar Range. Hurl a Devil's Kiss at the group of Splicers trying to coax her out, then jump down, and leap up to the freight hook that is high above to attack the survivors from this vantage point. Air-Strike the Frosty Splicer if he's still standing after the initial assault.



A single Devil's Kiss should burn most of the Splicers near the vent.

Loot the Frosty Splicer for a Lockpick, then close the vent. Freeze the electrified water with Old Man Winter to make it safe to cross and step out onto the frozen pond to collect the **Bucking Bronco** Plasmid. It is on the ledge near the fallen sign. There is also an important **Audio Diary** in the broken elevator that is in the middle of the Electronics area.



Freeze the water to safely get the Bucking Bronco Plasmid near the window.

RADAR RANGE UPGRADES

Save up your dollars for the Accelerator Mod and Slow Cook Mod upgrades for the Radar Range. Not only will this make a potent weapon all the more valuable, but buying both of them (\$350 total) will also unlock an Achievement/Trophy. You can also purchase the two Old Man Winter upgrades to unlock the same bonus. Return to this vending machine later to buy the second upgrade before advancing to the Toys department.

BISTRO

Cast Possession on the waitress and push toward the stairs to engage the other Splicers in the Bistro. Loot the corpses of the diners on the upper level, then descend the stairs to find the Little Sister Vent. Have Elizabeth open the Gun Automaton Tear and watch for the Splicer to step into the water around the salad bar. Hit it with Shock Jockey.



The Gun Automaton will help with the rest of the Spliced-up wait staff.

Locate the **Audio Diary** from the counter and inspect the locked door in the kitchen. The keycode from the Audio Diary found in Electronics can open this door. Enter the code 3-9-5-8 to obtain the **Radar Range**, a powerful weapon that cooks Splicers from the inside out.



Use the Radar Range until an enemy turns pink and prepares to explode.

Audio Diary

OVEN OF THE FUTURE

AUTHOR: Bert Unger

DATE: November the 20th, 1958

LOCATION: Housewares: Electronics

Started tryin' it out on everything: apples, marshmallows, spoons! Had himself a fine time until our Pekinese stepped in the way. And for some reason, I'm the one in Dutch with the wife. Well, I locked the damn thing up. Oh, uh, so I don't forget the code, it's 3-9-5-8.



The next vent is in the Bistro. Head up the stairs on the left, as viewed from the entrance to Electronics, and explore the restaurant.

Audio Diary

THE KISS

AUTHOR: Shirley Womack

DATE: May the 3rd, 1957

LOCATION: Housewares: Bistro

All I could think was, "There are millions of bacteria in each drop of saliva." "Did he—did he brush his teeth?" "What—what if, what if he touched a doorknob and then put his fingers to his lips?" I waited weeks for that kiss and... ruined.



RADAR RANGE EXPLOSIONS

The Radar Range uses the power of microwaves to heat an enemy's insides until they explode. The Radar Range can damage multiple enemies simultaneously if they are in very close proximity. It's also possible—and more likely—to detonate an enemy, killing nearby enemies in the blast. Perform this technique to unlock the "Chain Reaction" Achievement/Trophy.

Return to the Electronics department, kill the Splicers that attack, and head north through the door toward Appliances and Toys. The next Little Sister Vent is directly ahead, in the Customer Service room, and behind the counter. Grab the **Audio Diary** from the desk near the vent and instruct Elizabeth to open the safe (three Lockpicks required) behind the counter on your way out. The safe contains a Gold Bar and some money.

Audio Diary

A LITTLE HELP

AUTHOR: Edith Crenshaw

DATE: February the 6th, 1952

LOCATION: Housewares: Bridal

Why can't Franklin read quietly in a corner, like I did as a child? Careless—not a single thought to where an accident might leave us... Doctor Werthem prescribed a Plasmid—a "mother's little helper" to keep me sharp. I've had my misgivings, but... I let my guard down for a second, that boy may get himself killed.



Audio Diary

OBSERVATION #17

AUTHOR: Yi Suchong

DATE: October the 14th, 1958

LOCATION: Housewares: Returns

Observation #17 regarding unknown phenomena. Phenomena presents as odd shimmer, through which is observed... what? Men in strange hats, women in large dresses. Buildings that float. Is phenomena window to other space? Other time? What was it Einstein said? "The only reason for time is so not everything happen at once."



The entrance to the Toys department is blocked from this direction, so you're going to have to loop around in a clockwise direction. Use the Decoy Tear on the left to bait the Splicers over, then hit them with Old Man Winter and Devil's Kiss. Continue to the Bookstore where the next vent is located.

BOOKSTORE

Eliminate the Splicers downstairs and ascend to the second level, preferably via the stairs near the checkout counter on the right. This puts you in a good position to destroy the Gun Turret near the vent. Hit it with Shock Jockey and open fire with the Hand Cannon. Close the Little Sister Vent near the Medical Kits Tear and take a look around the second floor of the Bookstore.

There are three doors leading in and out of the Bookstore. You'll need to exit via the third one to bypass the metal gate that is cordoning off the Appliances department. The freight hook outside isn't close enough to leap over it.

Exit the door nearest the checkout counter to find another Little Sister Vent, directly across from a vending machine. Close the vent.



Eliminate the Gun Turret (or Possess it) before closing the vent.

FIND THE CENTRAL EXHAUST IN TOYS

With the final vent closed, you'll need to locate the exhaust in the Toys department. The only way to get there is through the Appliances department. Instruct Elizabeth to pick the lock to the showroom and head inside.

APPLIANCES

Use your elevated vantage point to take out the half-dozen Splicers down below. Players wishing to attack from afar can use Devil's Kiss and the Carbine to pick off the more distant enemies. Descend the stairs and hit any foes close by with Bucking Bronco and the Radar Range. It helps to use the Decoy Tear in the back left corner, since this will buy you some time to let your Shield recharge.



Have the Decoy Tear open and top off your health before lifting Elizabeth up to the vent.



Put the Radar Range to use with Bucking Bronco to rotisserie those Splicers good!

Enter the staff area of the Appliances department, loot the lockers, and freeze the water on the left to make another ice bridge. The final **Audio Diary** is on the desk in the office to the left along with the **Roar to Life** Gear. This shirt increases your movement speed and damage dealt for five seconds when your Shield breaks. It also instantly refills your current weapon clip—a must-have in tricky confrontations!

Gather up the Carbine ammo and Medical Kits from the Tears, then approach the locked door. Elizabeth will offer to crawl through the vent on the left, provided Booker gives her a boost up. Have her open the Decoy Tear before you lift her up.

Several Splicers attack while Elizabeth is struggling with the lock from the other side of the door. She won't be able to open any Tears from outside the room, so you've got to be careful. Cast Possession on a Frosty Splicer, then switch to Bucking Bronco or Old Man Winter to prevent the other attackers from doing damage. Equip the Radar Range or Shotgun and finish them off while strafing the perimeter of the area.

Audio Diary

OBSERVATION #22

AUTHOR: Yi Suchong

DATE: October the 15th, 1958

LOCATION: Housewares: Appliances

Observation #22 regarding unknown phenomena. What is source of phenomena? Suchong employs observers: observer task to find more phenomena. Observer reports back young woman, appear from phenomena. And just as soon, young woman disappear. Observer has nothing else to report on topic. If Suchong can find this woman, she will make interesting new phenomena.



Follow the winding path up the stairs. Continue past the excess toys and crates to the entrance to the toys department.

TOYS

Take a minute to look around the department's lower levels. Use the Tears to top off your health and pick up any EVE bottles you need. The exhaust vent you seek is on the upper level of the department, not far from where you enter. It's on the side of the mushroom-themed display that faces the pneumo line.



No sign of Sally. Time to flush her out!

Loop around the divider with the vent. Proceed through the open doors and down the hall to the employees-only area on the left. That's where you'll find the thermostat.



Interact with the thermostat to give Elizabeth the go-ahead to raise the temperature.

ELIMINATE THE BIG DADDY

Hurry back to the exhaust vent in an effort to pull Sally out before she burns. Look into the vent and grab the Little Sister as she appears. Booker inadvertently scares her, causing her to scream for her protector. And you know what that means...

The only way to rescue Sally is to eliminate the Big Daddy assigned to protect her. Booker dodges its retractable Drill attack once, automatically, but you're not likely to be so lucky a second time. Flee to the safety of the pneumo line, instruct Elizabeth to open the Tear for the Motorized Patriot, and open fire with the Hand Cannon from the pneumo line as it snakes around the Toys department.



The Motorized Patriot will distract the Big Daddy, leaving you free to shoot it without recourse.

The Big Daddy tries to hit you with its retractable Drill if you go too slow. If hit, you'll be yanked off the pneumo line to where it can hit you with another melee attack. Leap downstairs and use the Medical Kits Tear to heal. Equip Shock Jockey, the Shotgun, and move in for the kill.

Race back to the main level and look in the vent to try and rescue Sally once the Big Daddy has been killed. Doing so concludes Episode 1 of Burial at Sea. Turn the page for our coverage of Episode 2.



Big Daddies always were susceptible to the ol' one-two punch!

SPOILER ALERT! WHAT DOES THE ENDING MEAN?

The story of *Bioshock Infinite* is one of parallel times and places, of not just a single world but one of innumerable worlds where certain events may overlap. Constants and variables, as they say. In *Burial at Sea*, the character you play isn't who you thought it was. It was Comstock, the antagonist of *Bioshock Infinite*. He had begged the Lutece twins to send him someplace where he could forget the horrible thing he had done. In this world, the world where Rapture exists, his attempt at stealing Booker DeWitt's daughter—Anna—didn't just sever her finger, but her head. Elizabeth, still angry at the actions of Comstock in the *Bioshock Infinite* world, is all too happy to watch him die for his crimes against her.

ACHIEVEMENTS AND TROPHIES

The following Achievements/Trophies can be obtained through multiple plays through the "Burial in the Sea: Episode 1" content. You can use the Load Chapter command or start fresh. Though it is possible to unlock all of these bonuses in a single playthrough, Audio Diaries and Gun Turrets are tracked across multiple plays.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	DOWN IN THE BRINEY	25	BRONZE	Took a bathysphere ride in Burial at Sea—Episode 1.
	GOING PLACES	25	BRONZE	Rode the tram in Burial at Sea—Episode 1.
	BURIAL AT SEA	50	SILVER	Complete Burial at Sea—Episode 1.
	AUDIO ENTHUSIAST	50	SILVER	Collect all Audio Diaries in Burial at Sea—Episode 1.
	FULLY EQUIPPED	10	BRONZE	Purchase any two upgrades for Old Man Winter or Radar Range in Burial at Sea—Episode 1.
	CONFIRMED LUDDITE	10	BRONZE	Destroy 10 Turrets in Burial at Sea—Episode 1.
	COOK AND SERVE	10	BRONZE	Make five enemies explode with the Radar Range in Burial at Sea—Episode 1.
	CHAIN REACTION	50	SILVER	Damage 15 foes with an exploding enemy, using the Radar Range in Burial at Sea—Episode 1.
	BREAK THE ICE	10	BRONZE	Shatter five enemies who have been frozen with Old Man Winter.
	SNOWBALL EFFECT	10	BRONZE	Freeze two enemies with the same Old Man Winter trap.



BURIAL AT SEA, EPISODE 2

There's nothing more magical for a woman who has yearned her entire life to visit Paris than a spring-time stroll along the Seine. The birds are chirping, music is playing, and everything under the sun is in full bloom. Elizabeth is having the time of her life, but she needs to get moving. It's up to you to guide her where she must go. Follow the walkway along the river toward the bakery, around the corner past the cafes, to where the men are playing music near the produce stands. Descend the steps to the river's edge.

Talk to the little girl and chase after her as she runs off after her lost balloon. Continue following the balloon until it leads you to a very familiar-looking door, the door to Booker DeWitt's office. Proceed through the door and back to Elizabeth's unfortunate reality.



Walk between the two produce carts and down the stairs on the left.

TOY DEPARTMENT EXIT TOY DEPARTMENT

You regain consciousness beside the dead body of Comstock, in the Toy department at Fontaine's Department Store. Some time has passed since the events of "Burial at Sea: Episode 1" but there's no telling how much. Only enough for Atlas and his men to find you—and for you to talk him out of killing you. For now...

Pick up the doll head and have a look around. The store has been heavily damaged since the battle between Booker and the Big Daddy and there's only one way out. Climb over the wreckage near the stairs Elizabeth and Booker entered on and descend. Circle past the large toy blocks and up the stairs on the other side. Approach the light and move the rubble from the hole in the wall.



Slide the rubble out of the way of the hole to learn the truth of your predicament.

Pay close attention to the conversations that take place, then, when appropriate, climb the steps and go back inside. Use the freight elevator to descend to the maintenance room below.

RYAN THE LION PREPARATORY ACADEMY

FIND SUCHONG

Duck into the ventilation shaft at the base of the wall and follow it around the corner to where the Splicer is. Elizabeth is armed with an Air Grabber (Sky-Hook) and is only capable of a rather weak melee attack that can knock out those who are entirely unaware of her presence. The Air Grabber melee attack can push away enemies attacking her head-on, but it does very little damage. Stealth and surprise are key!



Tiptoe up to the worker and hit him with the Air Grabber to knock him out cold before the stealth meter fills.



THE CRUNCHINESS OF BROKEN GLASS

Broken glass litters much of this area of Rapture, so you're going to have to watch where you step. Elizabeth must rely on her wits and stealth to make up for her lack of size and strength. Try not to make too much noise so you can preserve the element of surprise!

Make your way to the man who is near the door to the north for a little lesson in stealth. He's likely to turn around and fight back if you make too much noise. Tiptoe quietly (preferably, while crouched) and use the Air Grabber to knock him out cold. If your attempt to be stealthy fails, rush to the vent in the wall to the left. He can't follow Elizabeth inside the vent. Collect the goodies inside the vent and wait for him to let his guard down before trying to attack him again. This time, try crouching down and approaching him slowly to incapacitate him quietly.

STATES OF AWARENESS

The enemies you encounter in "Burial at Sea: Episode 2" have several levels of awareness. Watch for the indicators above their heads to gradually fill and change colors from gray to yellow. This is your cue to learn how aware they are of your presence.



Stay quiet and out of sight to keep their awareness meter empty. This allows you to get the drop on them, knock them out, and get away unseen. Enemies go on alert when they hear others cry for help or when they see a fallen comrade. You'll need to work fast, stick to the shadows and ventilation shafts, and do your best to avoid detection. Their indicators turn red if they see you and are on the offensive. Elizabeth doesn't have nearly the resiliency and firepower that Booker had—stealth is key to your survival!

Take the Lockpick from the body and use it to unlock the door on the right. The lockpicking tutorial explains how Elizabeth picks locks. Stop the pick on a white pin to unlock the door, a blue pin to unlock the door and receive a Noisemaker Dart for the Crossbow, or a red pin to unlock the door while setting off an alarm.

Pick up the Medical Kit from the ledge. Elizabeth can store up to five Medical Kits for use when she needs them. Try to rely on food and other consumables to replenish lost health and save the Medical Kits only for those times when Elizabeth is nearly dead. Take a look around the school to see some of the propaganda the youth of Rapture were being taught, then take the **Crossbow** from the door to the cafeteria.



Get used to looking down the sights of the Crossbow. You're going to use it a lot!

Crouch down, take the Crossbow Tranquilizer Ammo from the corpse on the left, and get ready for combat. The Crossbow can only fire a single dart at a time and it has a slow reload. You're going to need to collect these darts from your victims as you use them, or else you'll never have enough to find Suchong. Crouch down and shoot the man with his back to you, once the other two people have left. Remain crouched near the door and wait for the woman on the right to come into view. She'll drop the **Hand Cannon**. The third hostile left the cafeteria; you'll hear his voice but he's no threat for now. Have a look around. Search the ventilation shaft for the Medical Kit and Tranquilizer Ammo where it ascends to the upper part of the wall.



Headshots sound good in principle, but Elizabeth is less likely to recover her Tranquilizer Dart after a headshot. Aim for the torso!

Follow the complaining voice to the principal's office down the hall and through the door on the left. Eliminate this third and final hostile, then scour the desks and file cabinets for loot. Exit the office to spot a sign mentioning Suchong.

GO TO THE SILVER FIN RESTAURANT

Suchong has taken over a restaurant in the Bathyspheres DeLuxe area. Before you take the elevator to that section of Rapture, you should visit the Cupid's Arrow Theater off to the left. Use the Air Grabber to crank open the door. Collect the Lockpicks from the counter and search the area for the first **Audio Diary**.



Use the Air Grabber to turn the gear that opens the door and head inside the peep show theater.



Audio Diary

LAISSEZ-FAIRE

AUTHOR: Antonio Rodriguez

DATE: November the 6th, 1958

LOCATION: Cupid's Arrow

Dear Madam—I have received your letter regarding our new line of Peeping Tom Plasmids and wish to respond thusly. Tough. Luck. This is Rapture, Miss. What my customers do with my product is their business. If you are feeling... uncomfortable, you are more than welcome to line the walls of your home in lead. If you wish, I could direct you to a reputable supplier.



Pick the lock on the door and obtain the **Peeping Tom** Plasmid. The Peeping Tom Plasmid makes it possible to turn invisible, so you can get the drop on enemies. You can also see through walls and figure out where your enemies are headed. The Peeping Tom Plasmid is instrumental in helping you navigate Rapture in a stealthy manner. Tap the Plasmid button to briefly turn invisible and to see where your foes are. Hold the Plasmid button to remain invisible. This is a great way to sneak up behind enemies and knock them out with the Air Grabber, but it consumes a lot of EVE so be careful!

Collect the **Audio Diary** from the dressing room backstage, then crouch down behind the table near the blue dress. Listen for the Splicers to approach, turn invisible as they get near, then shoot them with the Crossbow. If you'd like, this is also a fine time to experiment with using Peeping Tom and the Air Grabber to silently knock enemies out from behind.



Even if you're invisible, you can only knock out an enemy with one swing if he's gray or yellow.

Hit up the Circus of Values machine and make sure you have at least two Tranquilizer Darts and two Medical Kits before you leave. Open the door to the elevator lobby, pick the lock, and claim your first Noisemaker Dart.

FIREARMS LACK A BANG

The Hand Cannon, Shotgun, and other weapons you encounter in this episode of "Burial at Sea" aren't as lethal as you're accustomed to. The Hand Cannon is particularly less powerful than what you've experienced before. Firearms should be an absolute last resort when playing as Elizabeth, since it takes a lot of ammo to bring down even the weakest Splicers.

There aren't any collectibles or loot near the window on the right, so fire the Noisemaker in that direction. This causes the three Splicers to run over to investigate, leaving you able to slip past them to the elevator. There's very little to gain by eliminating every enemy; sometimes it's far better to simply bypass them quietly.



Fire the Noisemaker at the window to draw the Splicers away from the elevator.



Audio Diary

THE BLUE DRESS

AUTHOR: Carol Lynn

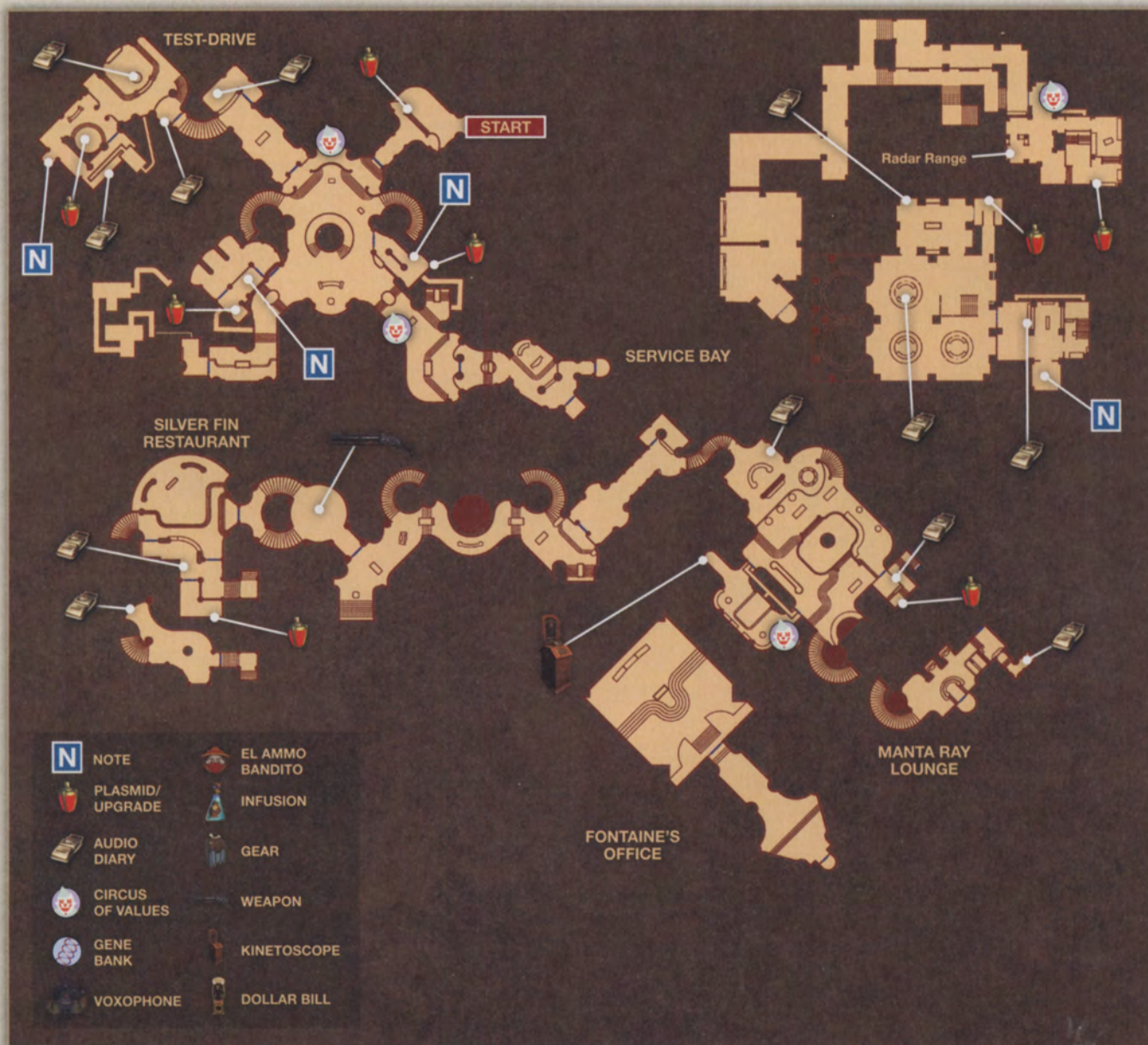
DATE: October the 8th, 1958

LOCATION: Cupid's Arrow

How many times have I asked Antonio for lockers with actual locks on 'em? I come back from lunch and the ensemble I just bought is gone. Stolen! But here's what takes the cake: the thief left an outfit in exchange. At first I was gonna toss the thing. But then... I kind of fell in love with it. It's an old-timey number, with a corset, no less. It ain't exactly today's fashion, but I'm a girl who can tell good craftsmanship when she sees it.



BATHYSPHERES DELUXE



GO TO THE SILVER FIN

Ignore the man playing the guitar—don't risk losing any Tranquilizer Ammo over an innocent—and pick up the **Possession** Plasmid beside him. Proceed through the door atop the stairs to enter the Bathyspheres DeLuxe shopping mall. Here you'll find restaurants, a nightclub, a bathysphere dealership, and even a bathysphere service center, among other businesses.

Ignore the Big Daddy that you see patrolling the area and make your way toward the Silver Fin Restaurant. Stay to the right, past the Test-Drive dealership, and head up the curving stairs. Stick to the shadows and you shouldn't be spotted. If you are, cast **Possession** at the Big Daddy and let him draw the fire away from you. The door to the Silver Fin is locked up tight, but there's a blood trail leading down the steps to a storage room. Go inside.



There's no getting in through the main entrance; head down the stairs to the boiler room on the right.

Examine the blueprint in the hands of the body near the boiler, then push the cabinet out of the way to reveal a hidden vent. Make sure you have plenty of EVE and the Possession Plasmid equipped, as there are two Gun Turrets lurking in the ventilation system. In contrast, it will take five shots from the Hand Cannon to destroy a Gun Turret. Climb inside and follow the ductwork to the Silver Fin Restaurant.



Have your Possession ready for the two Gun Turrets inside the vent system.

SILVER FIN RESTAURANT

Grab the **Shotgun** from the reception desk and continue up the stairs. Inside the restaurant is a Lutece device. Examine the Tear leading back to Columbia for a glimpse into the future—to see what the Elizabeth who was already here has done. Elizabeth realizes she's going to need to repair the Lutece device, travel to Columbia in search of a quantum particle, and then use it to float the building back up to Rapture. But first things first; she needs to find some documentation.



The Lutece device holds the key to Elizabeth's potential salvation.

There aren't any enemies in the Silver Fin Restaurant, so you can take a relaxed look around. There's an **Audio Diary** on the counter near a locked door in the kitchen and another one upstairs.



Audio Diary

PENNIES ON THE DOLLAR

AUTHOR: Morris Lauderman

DATE: November the 3rd, 1958

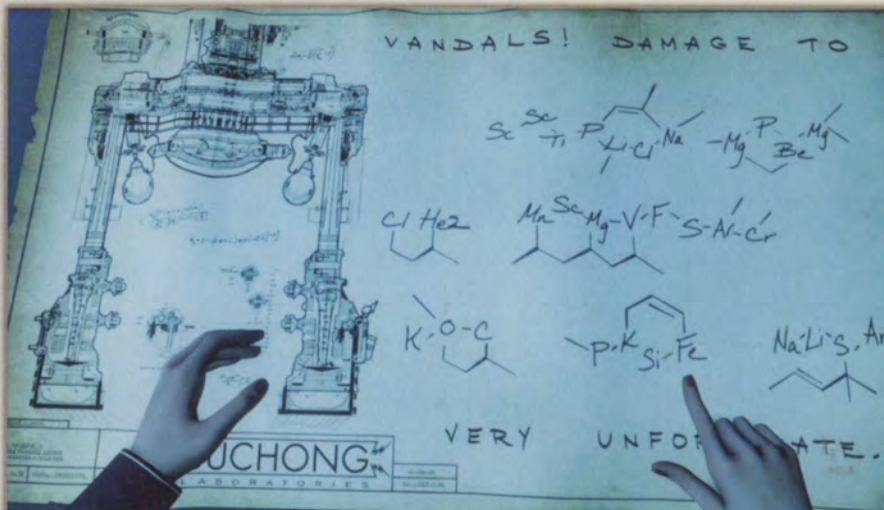
LOCATION: Silver Fin Restaurant

And before I knew it, Ryan had me bounced out of my own restaurant—and that Korean had the run of the place. It was a good business, I tell you. I never shoulda told anyone about that light, about those weird buildings I saw, floatin' in the clouds. And most of all, I never should have told no one about that girl who showed up one day... in that old-timey blue dress.



Hit the Gun Turret inside the locked room with Possession to keep it from gunning you down and note the location of the Old Man Winter upgrade on the counter. Plasmid upgrades like this can be found all over Rapture, but you need the Plasmid it goes with before you can collect it. Come back for this one later on, once you find Old Man Winter.

Head up the stairs to the second floor of the restaurant and locate the schematics. Suchong left an easily deciphered message describing the parts needed to repair the Lutece device. Locate the other Audio Diary from the table near the bottle of EVE and head back downstairs. Approach the locked door—the alarm will sound but Yi Suchong will let you out in hopes you make good on your plan. Enter the code 1-2-1-6 when he gives it to you.



You'll need to find three items to repair the Lutece device.



Audio Diary

IMPRINTING ROADBLOCKS

AUTHOR: Yi Suchong

DATE: November the 19th, 1958

LOCATION: Silver Fin Restaurant

Problem: Big Daddy will not imprint on the little brats. Yet Fink succeeded in imprinting his disgusting bird on his subject. How has Fink, this stupid man, succeeded where Suchong failed? If Suchong could obtain hair sample of Fink's subject, Suchong could determine delta of genetic material with Little Sister! Proof is in DNA pudding.



REPAIR THE LUTECE DEVICE

The first step in finding the components to repair the Lutece device is to get the Cathode Tube from a nearby Circus of Values machine. Those looking to rack up their stealth kill tally can use Peeping Tom to slip behind the man up the stairs while he listens to the woman sing atop the marquee. Knock the man out, then use the Air Grabber to leap to the freight hook high above. Dismount toward the Circus of Values machine to the left of the Test-Drive sign.



Extract the Cathode Tube from the vending machine that is located near the Test-Drive bathysphere dealership.

TEST-DRIVE

Enter the Test-Drive dealership in search of Old Man Winter. Trigger Peeping Tom, leap over the counter, and knock out the lady near the filing cabinets. Collect the Audio Diary from the table before descending the stairs to the secured door. Knock to be let in.



Audio Diary

OLD MAN WINTER GIVEAWAY

AUTHOR: Kay Flannigan

DATE: November the 12th, 1958

LOCATION: Test-Drive

Memo to the sales team—While we deny all customer claims regarding purported burns they have received from, quote, "overheating of 1958 bathyspheres," unquote, our marketing team has decided to give away flasks of Old Man Winter as part of a new promotional campaign. There will be no recall of the '58. No recall.



Audio Diary

THIS ATLAS GUY

AUTHOR: Samantha Kemp

DATE: December the 10th, 1958

LOCATION: Test-Drive

This fella Atlas has been makin' the rounds down here, trying to bring some kind of order to this pit. All the Splicers think the man walks on water. But somethin' about him smells stink to me. Reminds me a bit of my former employer, Frank Fontaine.



Descend the stairs inside the secret hideout and sweep the area from left to right to make sure you find the Audio Diary atop the desk with the chair on it, beneath the entrance, and the one on the large circular table in the middle of the area. Note the position of the ventilation shaft on the wall in the main room, beneath the balcony. You're going to use this soon enough!



Audio Diary

FOR ALL OCCASIONS

AUTHOR: Felix Molloy

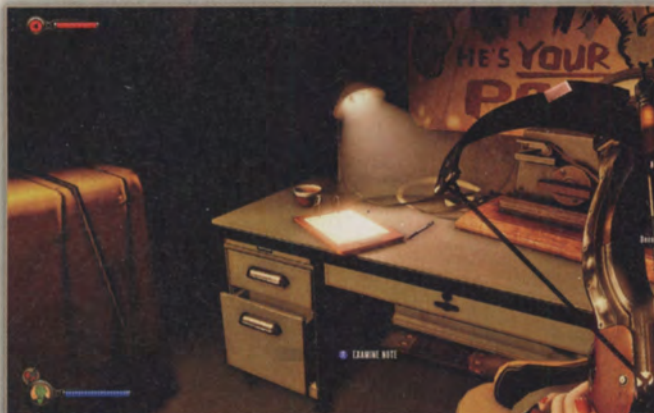
DATE: December the 15th, 1958

LOCATION: Test-Drive

So, uh... So, Atlas asked me to figure out where to strike first when we bust outta this place, but—you know, it all depends on when we get out, you know? I mean, November 5th? There's a big founding-of-Rapture shindig at Fort Frolic. Valentine's Day? You know, I mean. Arcadia's real popular. Uh... and it's near New Year's Eve, then—hey, we could pop the corks off all the stuffed shirts down at the Kashmir restaurant!



Collect the Old Man Winter Plasmid from the display, enter the room on the left, and find yet another Audio Diary in the hands of a corpse tied to a chair. Gather up the EVE and Lockpick and inspect the **Note** on the desk near the tickertape machine.



The first of the four decrypted notes is located in Test-Drive.



Use Peeping Tom and the Air Grabber to knock each of the hostiles out without wasting any ammo.

The only component left is the CO2 Scrubber, and that's located in the Service Bay. But don't head there just yet! Exit Test-Drive and make your way past the stairs on the left to the double doors of the Information office. You may spot a Big Daddy in the area. Cast Possession on him if there are any Splicers milling about. Here you'll find the second Note and a Safe (five Lockpicks) containing the **Winter Forget Mod**. Climb into the vent to find a Lockpick if you need one. Continue through this vent to exit beside the Service Bay entrance.



The second Note and a Safe are inside the Information office beneath the stairs opposite Test-Drive.

WINTER FORGET MOD

The Winter Forget Mod causes enemies to forget that they ever spotted Elizabeth once they thaw out. Now you can use Old Man Winter on an enemy and run away, confident that he won't chase you after he thaws.



Audio Diary

PRISON INTEL, DISPATCH #8

AUTHOR: Emmett Wyman

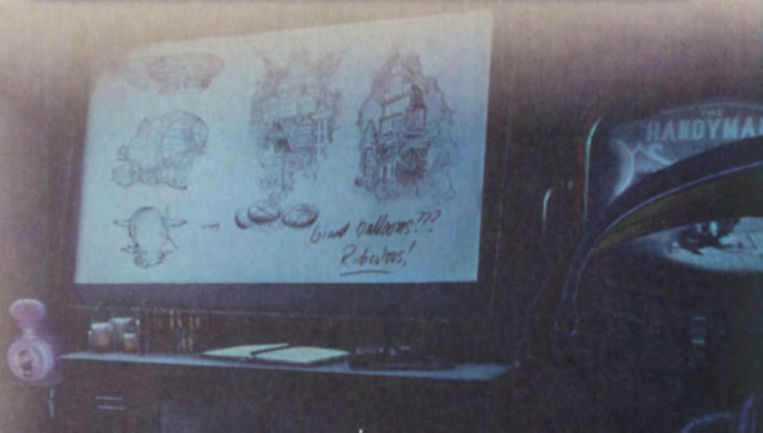
DATE: December the 29th, 1958

LOCATION: Test-Drive

Tell Ryan things are gettin' hot down here real fast. The goddamn leprechaun is buildin' himself a regular army. If you'd asked my opinion—which you didn't—I'd send a crew down here and clean up the place, before they show up on your doorstep. But who am I except some undercover schmuck you sent to give you straight dope?



Some of Ryan's sympathizers attack Atlas's hideout just as you leave the area where the Old Man Winter Plasmid was located. Do not get involved! Immediately climb into the vent on the right and crawl through it. Continue to the end of the ductwork and wait for the man in the room below to walk past. Activate Peeping Tom, drop out of the ceiling, and knock him out. Two more armed thugs are in the Old Man Winter room, one with his back to the room and the other near the table on the left. Use Peeping Tom and your Air Grabber to knock both of them out without detection. Ascend the stairs to the showroom and exit the area.



SERVICE BAY

Enter the Service Bay area, loot the office for EVE, and descend to the service area via the elevator on the left. Things are about to get tougher!

Examine the two antiquated bathyspheres in the darkened workshop and collect the Lockpicks from the bench. Round the corner toward the Service Bay where Elizabeth spots a red bathysphere hanging from the ceiling. That's the model with the CO2 Scrubber she needs! To reach it, however, you're going to have to clear the area of thugs, break into the office, and use the controls to lower the bathysphere within reach. There are a couple of ways to go about this. You can run in guns blazing, but this is not recommended. You can also minimize combat by using the Noisemaker Darts to draw enemies away and slip through using the freight hooks or the passages beneath the floor grates. Lastly, you can use a combination of Peeping Tom, Tranquilizer Darts, and both the freight hooks and under-floor passages to fully scour the area. We recommend the last approach.

Knock out the patrolling thug that approaches from the left, then circle around the upper walkway. Briefly cast Peeping Tom to monitor the whereabouts of the other men. If possible, leap from freight hook to freight hook and drop down behind an unsuspecting enemy for another quick knockout. Duck behind cover and use Peeping Tom to go invisible if spotted.



Elizabeth can't help but make a little noise when dropping from a freight hook, but you can get a stealth knockout if you're fast.

FROSTY KNOCKDOWNS

The Frosty Splicers in this area can't be dispatched with a single Tranquilizer Dart. You're going to have to knock them out with the Air Grabber while they're dazed from the dart. Be quick, as the effect wears off in several seconds.

Use a Noisemaker Dart if enemies are bunched up, since you don't want to take on a group of enemies at once, especially if there's a Frosty Splicer in their midst. Another option is to use Possession or Old Man Winter against them. Use hit-and-run tactics to clear the area of the enemies (six in total) then use the freight hooks to loot the two blue bathyspheres in the dry-dock.



Stalk the Frosty Splicer and use the Crossbow and Air Grabber to stun him, then knock him out.



Audio Diary

SO LONG, SUCKERS!

AUTHOR: Sal Cantone

DATE: December the 30th, 1958

LOCATION: Service Bay

Ryan's minefield is well laid out; I'll grant him that. But what security system made that ain't got a hole or two in it? If I was takin' book down at Fort Frolic, I wouldn't like my odds. If I jig left when I should go right, there ain't gonna be enough bits a' me left to set a crab's table.



Scour the lower level's workrooms and locker areas for the Peeping Vision Mod, EVE, and another Audio Diary. The **Peeping Vision Mod** allows you to cast Peeping Tom and see through walls while standing still without costing you any EVE. Use this ability to periodically cast Peeping Tom and keep tabs on enemy positions without expending EVE. Locate the Audio Diary in the sink near the lockers to retrieve the security code for the locked room (though you should resist using it).



Don't miss the Peeping Vision Mod in the lower-level room of the Service Bay.



Audio Diary

HOOLIGANS

AUTHOR: Florence Baxter

DATE: April the 24th, 1957

LOCATION: Service Bay

Damn hooligans. They've been sneaking into the repair bay at night, riding around on the hydraulic lifts. It's some kind of "make-out" spot. I can't exactly blame them. God knows how boring it must be to grow up in Rapture. But their hormones are costing us money and this isn't an amusement park. I've locked the control room. The code is 7-9-5-1.



SPOTTING THE FLASHBACKS

Elizabeth may find several items in the Service Bay (and one in Manta Ray Lounge) that trigger flashbacks to events that took place during the original *BioShock*. Locate the Radio in the bathysphere near the security office and the Golf Club in the locker room on the lower level if you wish to see these miniature remembrances.

Pick the locked door on the lower level of the area, just beneath and left of the security office (the upper door requires a keycode obtained from an Audio Diary). Grab the Audio Diary from the shelf and listen for the sound of the Gun Turrets. There are three in the lower area of the offices. Use invisibility to slip past the first one on the left and inspect the office on the right for the third decrypted **Note**. Return to where you entered the area and use the ventilation shaft to slip past the Gun Turrets. Use Peeping Tom to continue past the second turret, which is facing the vent and will detect you. Cast Possession on the Gun Turret in the stairwell and run upstairs to the right. Another option is to hack a Gun Turret using two Lockpicks. You shouldn't get too close to them without Shock Jockey, which you don't have. This generally isn't worth using your Lockpicks, though.



Use Peeping Tom to slip past the Gun Turret and inspect the decrypted Note.



Audio Diary

BUILDING THE IMPOSSIBLE!

AUTHOR: Andrew Ryan

DATE: August the 21st, 1945

LOCATION: Service Bay

Of course, the buildings are being fabricated above the waves. But we will lower them on a lunette ring, submerged into the structure's steel frames. "So much steel!" you wonder. "How will we keep so large a purchase from the government?" Water is buoyant. We shall not frame Rapture in steel, but in aluminum. The government jackals may suspect me of building an air force—but never a city...



Eliminate the lone thug patrolling the upper floor, then pick the lock on the Safe to obtain the Possess Turret Mod. Now your Possessed turrets remain your allies forever. Cast Possession on the Gun Turrets in the stairwell and lower area before doing anything else!

Locate the **Radar Range** weapon near the lever by the window. This starts lowering the bathysphere that you need. Multiple enemies come to investigate, but they'll have to run the gauntlet past your Possessed Gun Turrets, since you left the upper door locked. The Possessed Gun Turret should eliminate them on your behalf. Use the Radar Range on any survivors and exit via the locked door near the vending machine. Use the code is 7-9-5-1.



Grab the Radar Range weapon and pull the lever to begin lowering the bathysphere.

Use the freight hook to reach the red bathysphere that you lowered and retrieve the CO2 Scrubber from the compartment on its floor. Fight your way back to the elevator and ride it up to reception. Pick up the Crossbow Gas Ammo outside the elevator and equip it. The Knockout Gas emits a cloud of toxic gas that can knock out several enemies with a single dart. Use it on the men in the lobby and exit the Service Bay area to the main shopping mall.



Fire the Knockout Gas at the group of thugs to take them all out.

OPTIONAL QUEST: FOLLOW THE CODED TRANSMISSIONS

Quietly cross the lower level of the Bathyspheres DeLuxe area to the sign advertising "Medicine" beneath the Silver Fin Restaurant. It's time to find the fourth decrypted Note. Eliminate the thugs in this makeshift medical camp and loop around behind the bar to the area where the fourth and final decrypted **Note** and **KO Mod** are located. The KO Mod causes those enemies you Possess to knock themselves out as the effect wears off. With this, casting Possession is every bit as good as firing a Tranquilizer Dart, arguably even better!

This is a good time to pay a visit to the Manta Ray Lounge to see what Atlas prepared. Study the diagram of the three bottles in the Note before you put the clipboard down. Use the freight hook to reach the upper level and enter the Manta Ray Lounge above the Service Bay area. Ascend the stairs, locate the Audio Diary near the corpse on the left, and prepare for combat.



Audio Diary

C'EST LA VIE

AUTHOR: Johnny Demarco

DATE: December the 25th, 1958

LOCATION: Manta Ray Lounge

Louie! Louie-Louie-Louie-Louie... Hey, if you don't get down here soon, there's not gonna be an ounce of booze or a piece of ass for the taking! Sometimes I think you've taken this whole Robin Hood business a bit too much to heart. Fontaine's got us out there ladling soup for the purpose of building an army—not to share the milk of human kindness. You keep up this kind of behavior, I'm gonna start thinking there's more red in you than Karl Marx. [Pounding Outside on Door] What? The hell? Splicers... They're busting in! Hurwitz! [Gunshots] Tell Fontaine the perimeter's compromised and—



Cast Possession on the Splicer atop the chandelier, then use a Noisemaker Dart to lure the other Splicers within her range so she can shoot them from above. Take out the Frosty Splicer with a Tranquilizer Dart and an Air Grabber melee attack, then take a look around. Use the freight hook near the Lounge sign that is above the bar to access the ventilation shaft. Intentionally set off the alarm while picking the lock on the door nearest the vending machine. Wait for the door to open, and then Possess the Gun Turret that rises out of the floor outside the door. The Gun Turret targets the enemies on the second floor, leaving you free to run up the stairs and knock them out without them seeing you.

Eliminate the thugs atop the stairs that are near the booths, then locate the bar with the three wine bottles on them. Turn each bottle around so the label faces you. This reveals a hideaway where Atlas was able to store his belongings. Inspect the room to find an **Audio Diary** and several valuables. More importantly, the decrypted messages help lead Elizabeth to the realization that Fontaine became Atlas.



Pick the lock on the door opposite Atlas's hideout and descend the stairs. Possess the Gun Turret to the left and have a look around the wine cellar. Here you'll find the **Peeping Cloak Mod**, which allows you to remain invisible while motionless without consuming any EVE. Grab the third and final **Audio Diary** in this area on your way back to Bathyspheres DeLuxe.

Audio Diary

YOU STUPID BASTARD

AUTHOR: Frank Fontaine

DATE: September the 10th, 1958

LOCATION: Manta Ray Lounge

Suchong, I'm gonna make this clear as can be, so we don't have any miscommunications. Where—the hell—is the ace—in the hole? You think you can stiff Frank Fontaine? I paid good money for state-a'-the-art weaponry. I ain't losin' this war just because you found yourself a higher bidder. I can promise you—I ain't never been one to lose with dignity.



Audio Diary

ATLAS PROVIDES

AUTHOR: Samantha Kemp

DATE: December the 24th, 1958

LOCATION: Manta Ray Lounge

Huh. I never thought anyone would be able to bring all these degenerate Splice-heads into line. I gotta hand it to Atlas. After Ryan locked us up in this pit, I thought that was it. Just a long, final dive into the abyss. But he's given us hope. Or what passes for it down in Rapture. When a person's got nothing, hope's about the kindest thing you can give her. Or the cruelest.



SILVER FIN RESTAURANT

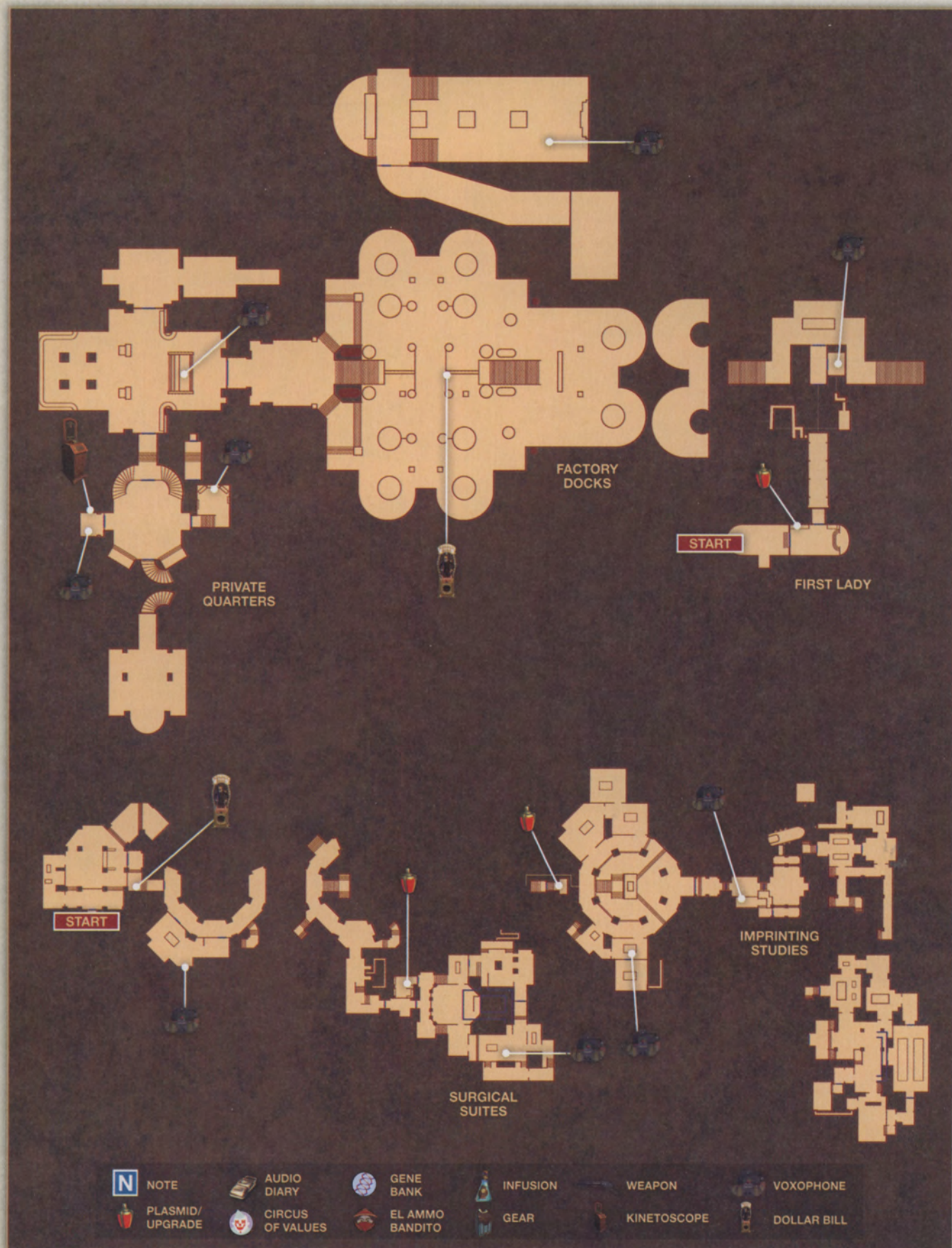
Return to the Silver Fin Restaurant after your side-trip to the Manta Ray Lounge. The safest way to go about getting there is by using the two freight hooks high above the floor between the Manta Ray Lounge and the Test-Drive dealership. This will keep you well out of sight of the Splicers and Big Daddy down below. Leap from the second freight hook down onto the curving stairs leading up the restaurant and sprint inside before being spotted.

Collect the **Winter Mod** upgrade from the kitchen if you haven't already—this allows you to freeze multiple enemies at once with Old Man Winter. Place the two components into the damaged Lutece device to repair it, then hit the red top part of the device with Old Man Winter. Pull the lever when prompted to open a Tear to Columbia. Step on through whenever you're ready.



Insert the C02 Scrubber in the front, the Cathode Tube in the back, then hit the glowing part with Old Man Winter.

COLUMBIA



RETRIEVE THE QUANTUM PARTICLE

You exit the Tear aboard the First Lady, right at the time Elizabeth and Booker were waging their assault. Approach the door beyond the blue dress to understand what it is you'll be looking for, then ride the maintenance elevator on the right to the upper deck.

Ascend the stairs to the engine and take the spare quantum particle from the rack atop the table. Take the elevator back to the cabin and approach the Tear. Suchong appears in the Tear and tells Elizabeth that he needs a hair sample from a mothballed lab in Fink's Factories. Only then will he allow her back to Rapture.



Take the spare quantum particle from the table and return to the Tear.

FIND FINK'S LAB

Pick up the **Ironsides** Vigor on the left to add another defensive ability to Elizabeth's repertoire. Ironsides creates a temporary bullet-catching shield that not only keeps Elizabeth safe from damage, but adds the bullets to her own weapons. Even though you can use it to replenish spent ammunition, it's still better to avoid firefights and take a stealthy approach to combat.

FACTORY DOCKS

Proceed down the hallway on the left and climb into the vent near the gate. Eavesdrop on the conversation between Daisy Fitzroy and the Lutece twins about Daisy's and "the girl's" part in taking down Comstock. Continue through the ventilation shaft, dropping down level by level until you find the exit to the docks.

The Vox you see patrolling this side of the docks isn't alone. He's got another off to the right and two more within sight to the left. Use Peeping Tom to scout the area, then use the Crossbow or the Air Grabber to take them down quietly. Use Ironsides if you get into a shootout, but try to avoid this if possible. If a shootout does occur, flee to the lower level of the docks, round the corner to the right, and take cover behind the columns. You'll be able to wait it out there and resume a stealthy, more measured approach. Consider returning to the top deck and waiting for the Vox to investigate the bodies. Pick them off one by one with the Air Grabber and Peeping Tom.



Take out the two enemies to the right and quickly loop around the side of the structure to escape notice.

Go through the glass door beside the vent you drop out of and enter the room on the left to find a **Voxophone**. Unlock the gate in the hallway so you can more easily return to the First Lady after you get what Suchong needs.



Voxophone

THE QUALITY OF MERCY

AUTHOR: Daisy Fitzroy

DATE: July the 16th, 1912

LOCATION: Office of Jeremiah Fink

Change. That's what the people need. But sometimes I feel all I have to offer them is blood and fire. The things they done to me... I can't forget 'em. I was Columbia's victim—and victimhood begets shame. Oh, what element of human experience is more corrosive than shame? I'm rotted from the inside out. What do I have to offer this revolution except my own dark motivations? When all is said and done, what's more important to me: the people I want to save—or those I want to murder in their beds?



Before you leave the docks, leap to the Sky-Line running around the east side and ride it up to the First Lady's wing. Drop onto the outer walkway and head inside the main cabin of the First Lady to find some loot and a well-hidden Voxophone near some paintings in the back.



Voxophone

SACRIFICES

AUTHOR: Daisy Fitzroy

DATE: July the 15th, 1912

LOCATION: Factory Docks

What's the price you're willing to pay so that others may live free from the yoke? DeWitt knew the price, and paid it willingly. And I sense that the Lutece twins will one day ask a' me. So far, their counsel has served me well—served the revolution well. If a bullet takes me, so be it. But to offer myself up as a lamb? When I come to my Garden of Gethsemane, will I play my role willingly... or will I burn the place down to the roots?



Descend the stairs from the Factory Docks and head inside the office of Jeremiah Fink. Eliminate the two Vox inside the main room—most of Fink's men are already dead—and locate the **Voxophone** on the desk. Search the numerous bodies in this room. You can find another Dollar Bill vending machine in the factory storage room on the right, should you be in need of anything.

THE OLD-TIMEY CIRCUS OF VALUES

The prices and items contained at Columbia's Dollar Bill vending machines are the same as those of the Circus of Values machines you frequented in Rapture. The only real difference, of course, is that EVE was called Salts back in Columbia's time.



Voxophone

STAY THE HAND

AUTHOR: Daisy Fitzroy

DATE: July the 5th, 1912

LOCATION: Office of Jeremiah Fink

Yeah, there's a war comin'—you can smell it in the air. Fear. Hatred. People dyin' every day. But how many more will suffer if we rise up? Violence begets violence. I know this. I've seen this. The rational mind argues for a peaceful solution, to find a common ground, but... what common ground is there to find for a father who watches his child bleed out in the street? How do you deny him his vengeance? I know that fire that burns deep inside—I know it all too well. And when the time comes... will I be able to stay the hand?



Exit the control room via the door on the left to enter the private quarters of Jeremiah Fink. This area is empty of enemies and has four different rooms radiating off of it. The door to each of the rooms—sleep, prayer, leisure, and work—only opens based on a clock-like locking mechanism. You're going to need to find the Clock Key and wind the hands of the clock to fast-forward to Fink's working hours. You'll find the Clock Key and a **Voxophone** in the room where he sleeps.



Get the Clock Key from his private quarters, which is beyond the doorway marked "Sleep".



Voxophone

THE LAZARUS PROJECT

AUTHOR: Rosalind Lutece

DATE: October the 31st, 1910

LOCATION: Private Quarters—Jeremiah Fink

Our current state of being—or lack thereof—has left my brother... unfulfilled. The biological urge to leave one's mark is strong. And it is not an impossibility. We could instantiate ourselves back in Columbia. Return to an old life, for the possibility of creating new. But... we died in that world. Returning would mean giving up part of us. Ourselves. We'd become flesh and all that it is heir to. The mysteries of the universe would become, once again, mysteries.



Return to the main room with the Clock Key and turn it to open each of the other doors, one by one. Loot the rooms as they open to gain some additional ammo, EVE, and Silver Eagles (dollars). You'll find another Voxophone in the leisure room. Ride the elevators down to the laboratories when you are ready to move on.



Rotate the Clock Key so the hands eventually point to the door leading to where Fink worked.



Voxophone

NO PROFIT FOR THE PROPHETS

AUTHOR: Jeremiah Fink

DATE: June the 11th, 1912

LOCATION: Private Quarters—Jeremiah Fink

Sea slugs. Goddamn sea slugs! Could that Oriental have come up with a more inconvenient fuel for his Plasmids? If there is a God—and I've seen more evidence to the contrary than in support—you'd think he'd have put ADAM into the belly of a nice little seagull or crow. The costs of all these underwater expeditions are murdering my margins.

**FIND THE
HAIR SAMPLE**

Fink's laboratories are accessed through a large, semi-circular room with three separate levels of walkways. You'll exit the elevator in a foyer of sorts that is even in height with the middle level of the adjacent atrium. The walkway through the door on the right leads up a flight of stairs to the upper level. The path nearest the windows leads down a flight to the lower level. There are some offices on the upper level that are worth exploring before continuing on to the Imprinting Studies wing that is off of the lower level. The Surgical Suites located on the middle level are entirely optional, but you can find a Voxophone there.

Eliminate the two guards nearest the elevator when you arrive, then cast Possession on the Gun Automaton on the gondola near the broken window. This eliminates the final, more distant enemy near the window. Use the freight hook to reach the ledge where the Salts are located, then drop back down. Go through the door and up the stairs to begin your sweep of the labs from the uppermost floor.



Possess the Gun Automaton on the gondola and you won't need to worry about the guards in the area.

Stay low and make your way into the large office to the right. You'll find a **Voxophone** with the code to a secret storage room beneath the statue in the center of the atrium. Exit the lab, remaining crouched, and continue to the right until you reach the corpses near the railing. This is a great spot to use to launch an attack on the enemies below. Employ a Noisemaker Dart to draw them toward the window, then hit them with a Knockout Gas Dart. Cast Possession on any Vox Shotgunners that you see, and then use the freight hook to drop down to the lower level.



A well-aimed Knockout Dart can eliminate three or more Vox at once!



Voxophone

NECESSARY PRECAUTIONS

AUTHOR: Jeremiah Fink

DATE: July the 8th, 1912

LOCATION: Fink MFG Research Laboratories—Hub

Comstock promises there's nothing to be worried about—but I don't like the smell of things down in Finkton, not one bit. If trouble rears its ugly head in the form of one cantankerous Negress, I've laid in some supplies in the event of a forced evacuation. They're down in what I call my "chamber of panic," near the base of my statue. I've set the code to 8-3-7-1.



Descend the steps to the door that is beneath the statue in the center and input the code 8-3-7-1 to gain access. Inside you'll find the **Ironsides Salts Mod** which adds the ability to recover some EVE based on the damage that the Ironsides Vigor absorbs. Absorb enough bullets while using Ironsides, and it will basically pay for itself!



Don't miss the secret storage area in the base of the statue.

IMPRINTING STUDIES

With the atrium cleared of Vox, proceed east across the lower level through the doorway leading to Imprinting Studies. Ignore the quarantine signs, note the Voxophone in the locked office on the right, and have Possession ready. Cast it at the Gun Automaton you see in the room beyond the third door.

Continue up the ramp to the gondola outside and leap to the freight hook on the side of the brick building to the left. From there you can leap to the ledge near the broken window in the Imprinting Studies area. This gets you inside the quarantined area, past the security doors.



The only way past the shuttered doors is via the freight hook on the brick building near the gondola.



The walk through the labs shines a light on the relationship between the Songbird and Elizabeth.

Continue past the projector room via the doors on the right and move into the sample room with the cages. Continue down the stairs to the imprinting lab with the gorilla and the wire mother. Pull the levers on the hermetic chambers that you

encounter as you proceed through the laboratory. Examine the paper on the desk to the left of the second hermetic chamber for insight into Fink's scientific process and continue to where the Songbird prototype is located. Inspect the paper on the table near the bottle of EVE and climb into the vent on the left.

Start the projector in the room beyond the vent to see how the Songbird imprinted on Elizabeth. Proceed to the next room and take the hair sample from the display of "Subject's Personal Effects."



Elizabeth's hair sample is on the dresser near the projector room.

RETURN TO THE TEAR

Ready for battle, since the laboratory isn't going to remain quiet once you pull the lever that raises the security doors (you can't return the way you came, as the vent you exited is too high to climb back into). Peeping Tom will reveal as many as seven enemies approaching from the left. Use the Knockout Gas on the two on the lower level, then Possess the Vox Shotgunner on the upper walkway to enlist his help against the others.

From the Quarantine Control room, head past the stairs to the left, and under the walkway, to take the quickest path to the room where the Gun Automaton was earlier. Spot the Phial of Salts to the left of the Gun Automaton—this is where the locked door to the office was earlier—and enter this small room to find a **Voxophone**.



Use a Knockout Dart to eliminate the Vox downstairs, then hunt the rest on your way out.



Voxophone

TABLE SCRAPS

AUTHOR: Jeremiah Fink

DATE: March the 4th, 1896

LOCATION: Imprinting Studies

It has occurred to me that this... breakthrough regarding the Songbird casts my arrangement with the Oriental doctor in a new light. What more could be gained by this continued "partnership"? What secrets that I could not answer for myself? Suchong can only offer table scraps—and Jeremiah Fink has richer meat in mind...



BEFORE YOU GO!

With the hair sample secured, you're free to return to the First Lady and the Tear that takes you back to Rapture. But first, you should visit the Surgical Suites portion of the lab on the middle floor.

Enter the area and climb into the vent on the left. Crawl through it to the lab at the other end, pick the lock on the door, and locate the **Voxophone** inside the locked room on the lower level of the main hub. Return the way you came, by travelling through the vent.



Voxophone

THE GREATER GOOD

AUTHOR: Jeremiah Fink

DATE: July the 3rd, 1912

LOCATION: Fink MFG Research Laboratories—Hub

Now, I know there's been some concern about the nature of the work we do here at Fink Manufacturing. Why, some say they're "uncomfortable" with the purported "harm" and "suffering" our research brings. But friends, let me pose a simple question: is there anything you would not do to guarantee the health and safety of your loved ones? My interest is the future health of your children. An ounce of prevention is worth a pound of cure.





Voxophone

CHILDISH FEARS

AUTHOR: Edmund Munford

DATE: November the 12th, 1907

LOCATION: Surgical Suite—Handyman

I tell you, William—it's getting so the foxes are afraid of the hens. If Fink was going to hire a bunch of goons to keep an eye on the Handyman, he should have found some with less yellow in the belly. Now they're hiding away from tin-man invalids in their precious little guardroom. If you need to get in there on your shift, the code is 2-8-4-7.



Proceed to the walkway that overlooks the Handyman operating theater. Note the door on the left requiring a keycode. You'll get the code soon enough, but first use Possession and the Knockout Gas Dart to eliminate the Vox down below. Sweep through the area in a counter-clockwise direction and locate the **Voxophone** in the Parts Inventory room. This recording contains the code needed to access the locked office above the operating theater.



Return to the locked room that is near the operating theater and use the code to access the **Ironsides Health Mod**. This upgrade absorbs damage from incoming bullets and adds some health back. Take the elevator back up to Fink's private quarters and return to the Factory Docks. Suchong will let you through now.



RETURN TO RAPTURE

Place the hair sample in the pneumo tube once you're back at the Silver Fin Restaurant, in Suchong's lab. After an unexpected message from Andrew Ryan, you'll be given 60 seconds to prepare for an ambush.

DEFEND AGAINST RYAN'S HENCHMEN

Elizabeth will talk about the need to set up traps. And traps will work, provided they're in the right place. Unfortunately, two of Ryan's henchmen are Houdini Splicers who aren't likely to step in any traps. Nevertheless, turn your back to the screen and place a Possession trap on the floor near the exit. Now hurry upstairs to the area overlooking the Lutece device. Don't worry about setting other traps, since you can launch them from here. Top off your EVE via the pneumo tube near the upstairs door. Equip the Radar Range and wait for their arrival.

Kill the Houdini Splicer with the Radar Range as soon as it teleports upstairs near your position. Two thugs will come through the door, shortly after setting off your trap. Use Peeping Tom to monitor the arrival of the others through the walls and hit any with a gun or with Possession. Two more thugs and a final Houdini Splicer appear last. Use the Radar Range once again, preferably while they're grouped together. If you don't have enough ammo for the Radar Range, hit the Houdini Splicer with a Tranquilizer Dart, then rush forward and knock him out with a melee strike.



With a Possession trap near the entrance, the Radar Range in hand, and Possession and Old Man Winter equipped, you'll be ready to face Ryan's threat.



Keep away from the fiery Houdini Splicers, since they'll emit a fire blast like the Firemen of Columbia did.

GO TO FONTAINE'S OFFICE

In order to raise the department store you need to return to the Manta Ray Lounge and use the private elevator located upstairs to reach the top floor. There's a full-blown war raging inside the Bathyspheres DeLuxe and it's best if you stay out of it. Exit the restaurant and spot the Manta Ray Lounge off to the left, behind the large sign. Cast Possession on any Houdini Splicers you encounter, otherwise use Peeping Tom and the freight hooks to cross the battlefield undetected. Sprint into the Lounge and up the stairs on the left as quickly as you can.



This fight doesn't concern you; you might as well stay out of it.

MANTA RAY LOUNGE

Lie low and wait for the thugs you see on the second floor to dissipate. Eliminate any stragglers as stealthily as you can, descend the curving stairs on the left, and fire a Noisemaker at the main bar off to the right. With the enemies drawn to the right, you can sprint past the fallen chandeliers to the doors you unlocked earlier.

Slip upstairs through the store room, use another Noisemaker aimed to the far right, and sprint past the bar to the executive elevator—Atlas had it unlocked just as he said he would.



There are no bonus points for eliminating every Ryan thug. Dash for the elevator, hit the button, and ride it up!



Climb the statue in the center of the room to place the quantum particle under the central joint.

SPOILER-FREE WRAP-UP

There are still about twenty minutes to go before the credits roll, but much of it is cinematics. The combat is over and there's only one easy-to-navigate area left. The locations for the final two Voxophones are revealed in this chapter, but the details of the story have been left out on purpose. Enjoy the culmination of the *BioShock* story!

SUCHONG'S FREE CLINIC FIND THE ACE IN THE HOLE

You're dropped off outside Artemis Suites with instructions to find the Ace in the Hole. Head around the counter toward the Big Daddy suits and grab the Audio Diary in the locker on the right before continuing on. Note the clipboard on the table with the lamp, and continue to the room with the Big Daddy and the two Little Sisters. Try to move the Big Daddy.



Audio Diary

PRODUCT RECALL

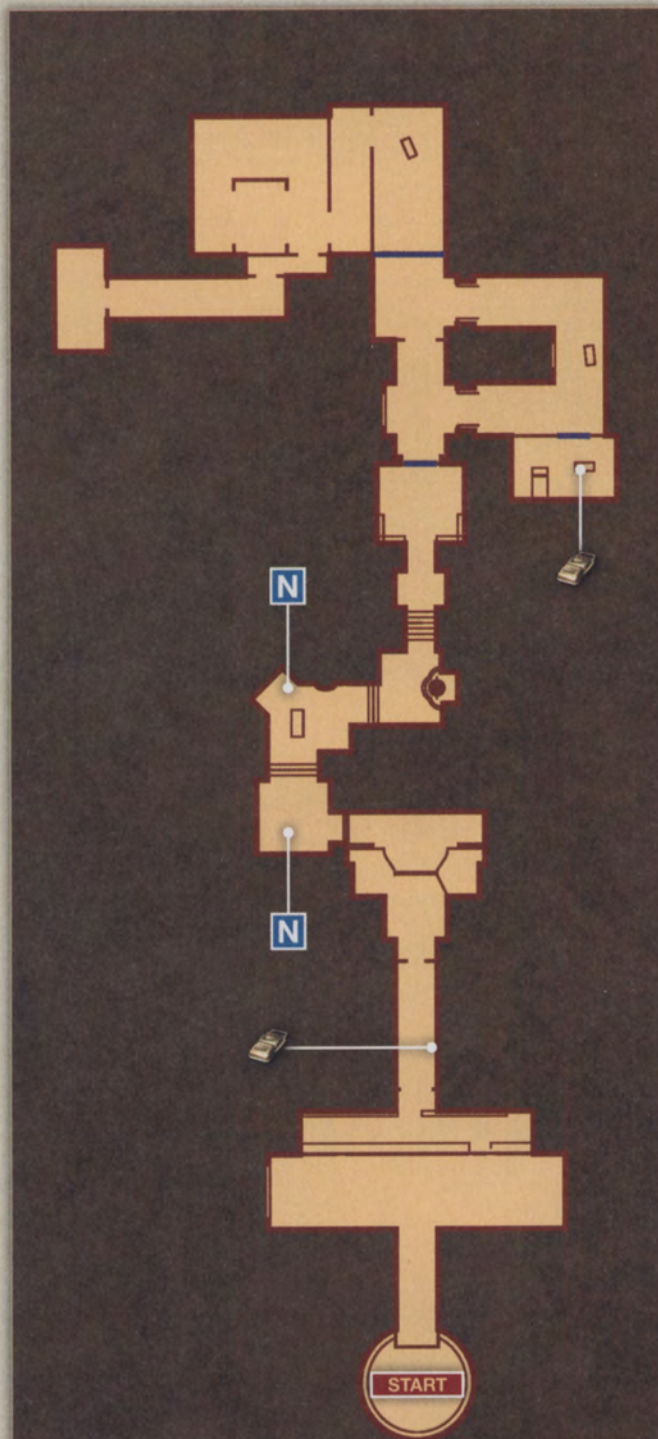
AUTHOR: Frank Fontaine

DATE: November the 1st, 1958

LOCATION: Dr. Suchong's Free Clinic

Suchong, what the hell were you thinking? Drinkable Plasmids? We're burning through 10 times the amount of ADAM compared to the injectables. And if you failed to notice, them sea slugs ain't exactly growin' on trees. Switch back to the injectables and let the eggheads in marketing worry about selling it to the chumps.





- | | |
|--|---|
|  NOTE |  EL AMMO BANDITO |
|  PLASMID/UPGRADE |  INFUSION |
|  AUDIO DIARY |  GEAR |
|  CIRCUS OF VALUES |  WEAPON |
|  GENE BANK |  KINETOSCOPE |
|  VOXOPHONE |  DOLLAR BILL |

The Big Daddy is hurt and can't be moved. You'll need to find some Notes about the Big Daddy to understand him better. Return the way you came and locate the clipboard hanging in the light behind the chalkboard. This is your first Note. The second one is in the adjacent room. Read the Notes and return to the Big Daddy to help him.



Find the two clipboards in the previous rooms—they each have a light shining on them—then return to the Big Daddy.

Duck through the hole after the Big Daddy moves, turn down the hall to the right, and step inside the blue-glowing room on the right. Here you'll find an Audio Diary.



Audio Diary

MIND CONTROL TEST

AUTHOR: Yi Suchong

DATE: July the 12th, 1956

LOCATION: Dr. Suchong's Free Clinic

Suchong: "Is that your puppy? She's very pretty..."

Little Boy: "Thank you, Papa Suchong."

Suchong: "Break her neck for me."

Little Boy: "What?"

Suchong: "Break that sweet puppy's neck."

Little Boy: "No... please..."

Suchong:
"Break that
puppy's
neck—would
you kindly..."

Little Boy:
"No... no..."

Suchong:
"Very good."



Proceed down the hall to where you spot a Little Sister and her Big Daddy. Press the button to open the door and continue to where Suchong is located. Take the envelope from his desk to obtain the **Ace in the Hole**. Now that you have what you came for, you need only return to Atlas. Duck through the hole in the wall up ahead and proceed toward the men in the distance.



Hand it over; there's no other way.

ACHIEVEMENTS AND TROPHIES

The following Achievements/Trophies can be obtained through one or more plays through the "Burial in the Sea: Episode 2" content. You can use the Load Chapter command or start fresh with a new game. Though it is possible to unlock all of these bonuses in a single playthrough, Audio Diaries (and Voxophones) as well as the other countable actions are tracked across multiple plays.

ICON	TITLE	POINTS	TROPHY	DESCRIPTION
	UP AND RUNNING	25	BRONZE	Repaired the machine in Suchong's lab in Burial at Sea—Episode 2.
	MEIN HAIR	25	BRONZE	Delivered the hair sample in Burial at Sea—Episode 2.
	PAID IN FULL	50	SILVER	Completed Burial at Sea—Episode 2.
	TAFFER'S DELIGHT	50	SILVER	Completed Burial at Sea—Episode 2 in 1998 Mode.
	THE WHOLE STORY	50	SILVER	Collected all Audio Diaries and Voxophones in Burial at Sea—Episode 2.
	MAKING SOME NOISE	10	BRONZE	Gained five Noisemakers through lockpicking.
	TWOFOER	10	BRONZE	Knocked out two or more enemies using the same Gas Bolt.
	GLUTTON FOR PUNISHMENT	10	BRONZE	Used Ironsides to collect 20 rounds of ammo or more in Burial at Sea—Episode 2.
	DEAD DROP	10	BRONZE	On three occasions, knocked out an enemy after silently dropping off a freight hook.
	NEVER SAW IT COMING	10	BRONZE	While invisible, used Peeping Tom to knock out 15 enemies with a melee attack.



BIOSHOCK

THE COLLECTION

Written by Doug Walsh

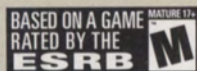
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The plane crashed. A lighthouse appeared. A slave soon obeyed. Happily. Looking back upon a lifetime of gaming, the *BioShock* franchise shines the brightest, a beacon guiding me home to some of my most memorable experiences. From the shocking confrontation with Andrew Ryan to the endearing reunion with Eleanor, to the shame of seeing Booker mislead Elizabeth, this franchise has tugged and twisted every emotion I possess. What a treat it was to return to Rapture and Columbia and update three of the books I'm most proud of. What a joy it was to not only be one of the first to see Rapture brought to life in high definition, but to finally cover the outstanding expansions that have been added to these games over the years. Immense thanks to Tim Fitzpatrick and Christopher Hausermann of Prima Games for granting me this opportunity. I'd also like to thank Mark Montuya and Ross Marabella of 2K Games for their hospitality and support while I was on-site. To everyone who worked on this franchise and the various strategy guides, thank you! Lastly, I must acknowledge my wonderful wife Kristin who continues to encourage this crazy career, even after I woke her up in the middle of the night to make her watch the golf club scene nine years ago.

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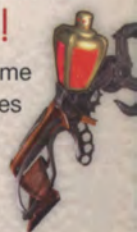


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